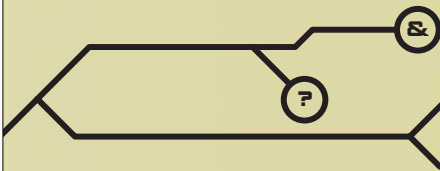


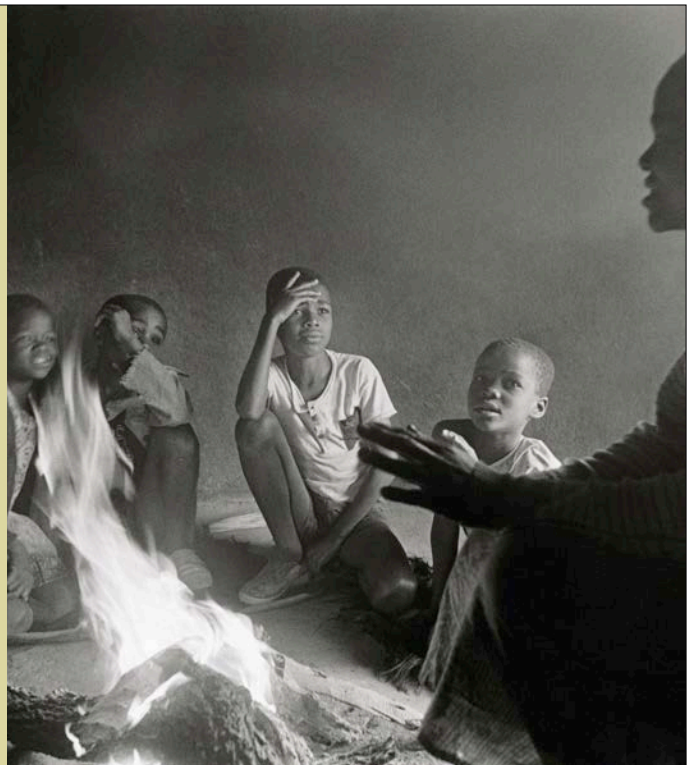
DESIGNING POST-HUMAN STORYWORLDS: INTERACTIVE AUDIO NARRATIVES

STORYTELLING



STORIES...

- What makes a story?
- Why do we tell stories?



Story

What we are telling



Narrative

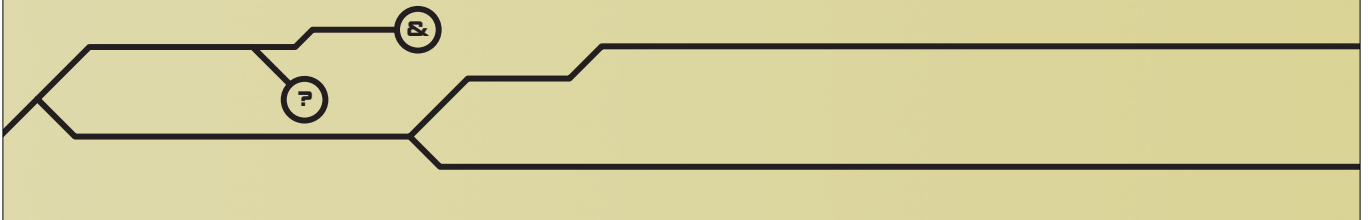
How we are telling it

WHO IS LISTING?

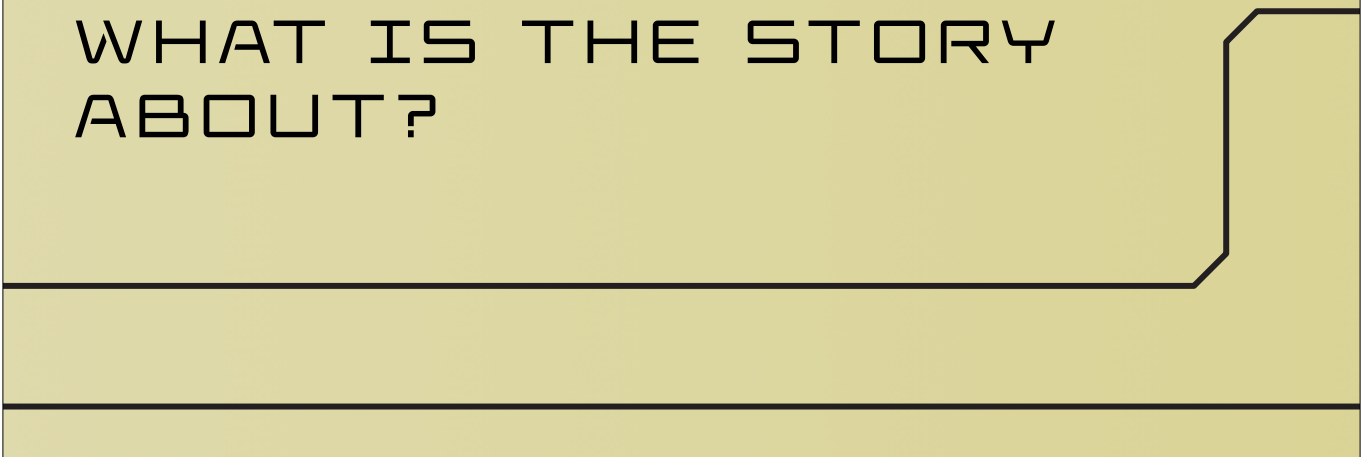
- Who? A child, a friend, a stranger?
- Who are they, what do they know?
- Why are we telling the story, what is the story, where does the story take place and where are the audience listening?
- The narratives change depending on these questions



WHY DO WE TELL A
STORY?



WHAT IS THE STORY
ABOUT?



THEME

- Man vs nature
- Man vs himself
- Loss of innocence
- Revenge
- Death as a part of life
- The battle
- Individual vs society
- Triumph over adversity
- Love conquers all
- Good vs evil

Cinema Paradiso, 1988



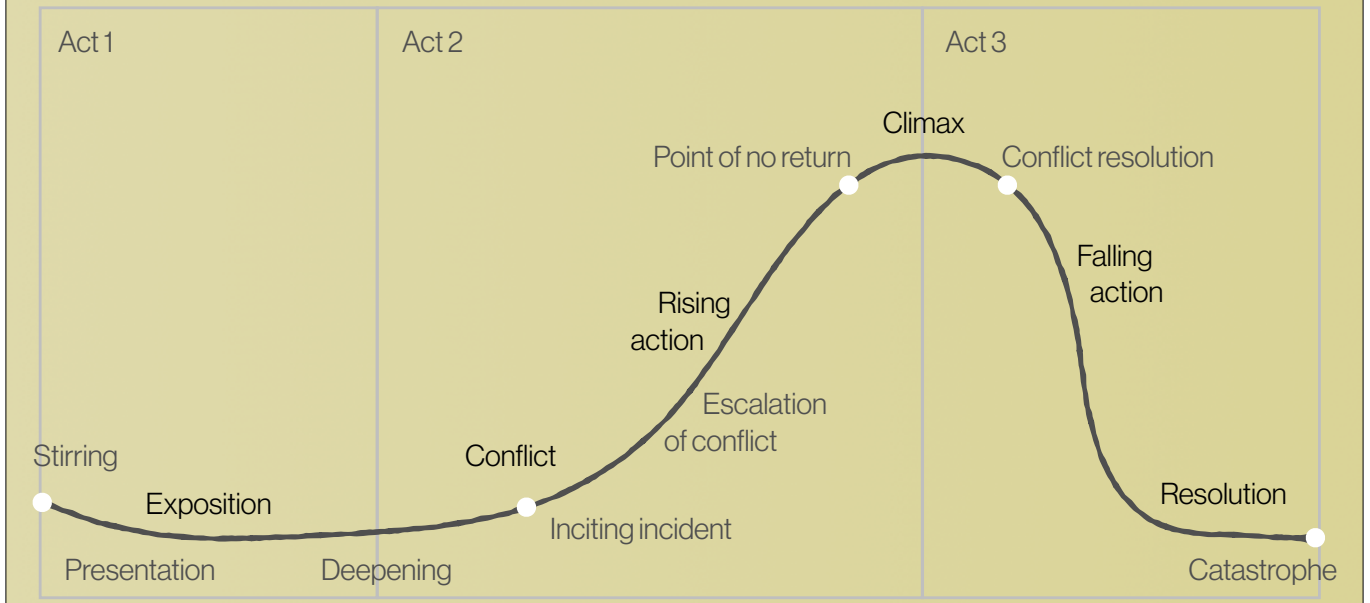
7 BASIC PLOTS

- Overcoming the monster
- Rags to riches
- The quest
- Voyage and return
- Comedy
- Tragedy
- Rebirth

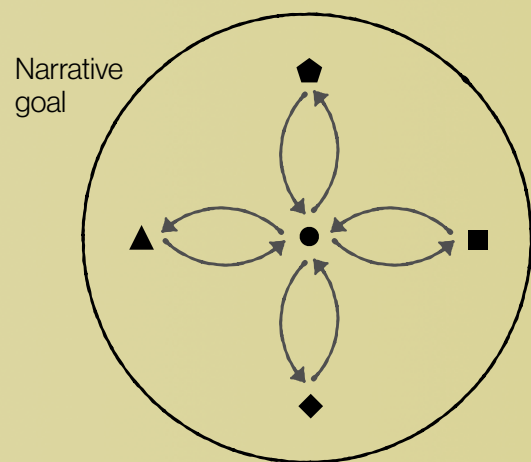
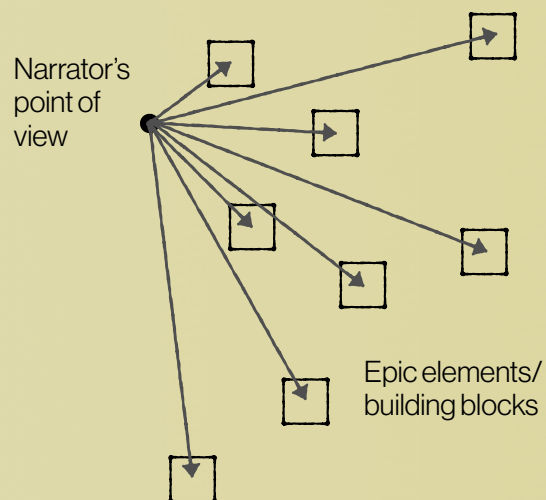
Chocolat, 2000



NARRATIVE ARC

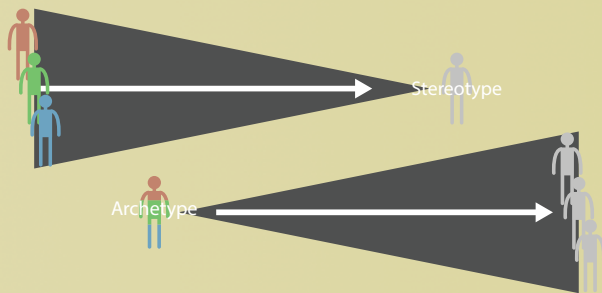


EPIC NARRATIVE STRUCTURE



GENRES

- Thrillers, comedy, documentaries, ...
- Depends on the why and on the what...
- Different genres comes with different expectations.



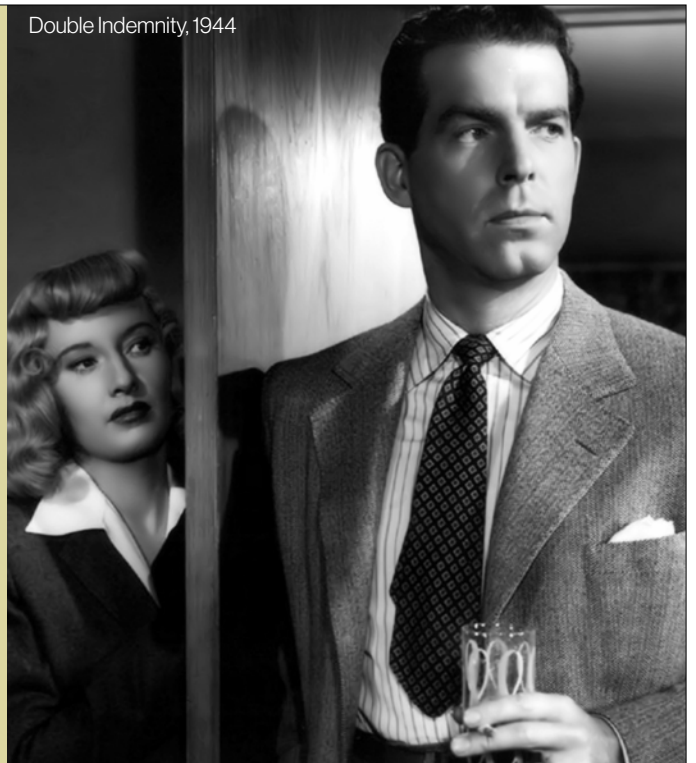
The Third Man, 1948



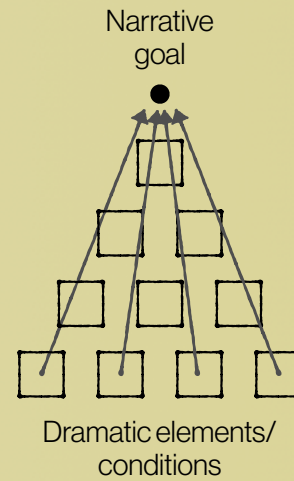
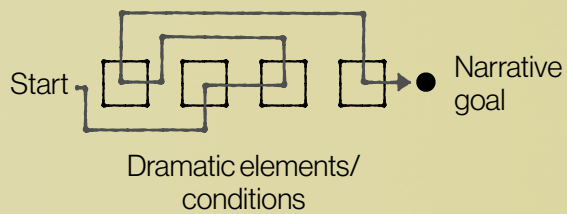
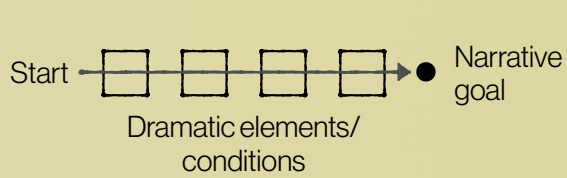
POINT-OF-VIEW

- Third-person
- First-person
- Second-person (?)

Double Indemnity, 1944



LINEAR AND NON-LINEAR



BRANCHING STORYLINES

- The audience has the choice on which direction the story should take
- The branch leads to:
 - different events
 - different character outcomes
 - sometimes completely different endings
- But, not complete freedom...

The Witcher 3, 2015

