

reader provides background knowledge on interactive narrative content

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Developing Interactive Narrative Content. sagas_sagasnet_reader

The nearly 500 page compilation gathers 22 articles by sagas_sagasnet experts and selected participants dealing with a broad spectrum of issues to be considered when developing interactive narrative content, as well as on the expanding field of interactive media itself. The collection covers iTV, interactive film, games, mobile applications, installations; gathering interactive theory essays, descriptions of experimental applications, relevant articles on legal issues or teaching methods for interactive film...

The vocational training initiatives (in the frame of the European MEDIA Plus Programme) sagas writing interactive fiction and sagasnet have been focusing on furthering narrative content development for this field for several years. sagas has done so through cross-disciplinary, team-oriented workshops and labs, exploring the narrative potential of interactive media. sagasnet, on the other hand, through events and consultations assisting independent professionals in the development of interactive applications.

The reader is edited by Brunhild Bushoff. After completing her university studies in journalism, history and literature at the Westfälische Wilhelms Universität in Münster (Ph.D., 1984) she worked as a journalist and author. Since 1997 she managed the interdisciplinary workshop series sagas writing interactive fiction: a vocational training project, organized by the Munich Film Academy in the framework of the MEDIA Plus Programme of the European Community, furthering the development of narrative content for interactive media. In 2002 she established sagasnet, an additional European training initiative and MEDIA PLUS Training project, aimed at promoting and supporting narrative interactive projects in development.

Featuring:

Ernest Adams (game consultant): Design Considerations for Interactive Storytellers;
Richard Adams (Creative Director, Zip TV, iTV specialist): Behaviour, Intelligence and Invisibility and its Effect on Narrative;
Frank Boyd (new media expert): The Perfect Pitch;
Matthew Costello (writer, game consultant): The Big Question & about all those horrible, terrible videogames;
Noah Falstein (writer, game consultant): Natural Funativity;
Steve Dixon (Professor Performance and Technology, Brunel University), Magnus Helander (producer) and Lars Erik Holmquist (Leader Future Application Lab, Viktoria Institute): Objective Memory: An Experiment in Tangible Narrative;
Christopher Hales (interactive filmmaker): Interactive Filmmaking: An Educational Experience;
Michael Joyce ((hypertext-) author, Professor of English and Media Studies, Vassar College): Interactive Planes: Toward Post-Hypertextual New Media;
Sibylle Kurz (coaching specialist): The Art of Pitching;
Craig A. Lindley (Professor of Game Development, Institution for Technology, Art and New Media, University of Gotland): Story and Narrative Structures in Computer Games;
Michael Nitsche (Assistant Professor, School of Literature, Communication & Culture, Georgia Institute of Technology): Film Live: An Excursion into Machinima;
Teijo Pellinen (producer, director): Akvaario: You Are Not Alone At Night;
Bas Raijmakers (user experience specialist) and Yanna Vogiazou (Lecturer Interactive Media Design, University of Luton): CitiTag: Designing for the Emergence of Spontaneous. Social Play in a Mixed Reality Game;
Volker Reimann (scientist, C-Lab, University of Paderborn): Authoring Mobile Mixed Reality Applications;
Greg Roach (CEO and Artistic Director HyperboleStudios): Granularity, Verbs and Media Types in Interactive Narratives

and Narrative Games;

Vincent Scheurer (legal consultant - games industry): Adapting Existing Works for Use in Games;

Jochen Schmidt (digital event designer): Behind the Scenes Before the Screens: Interactive Audience Participation in Digital Cinemas;

Tom Söderlund (Head of Games Publishing, Synergenix): Proximity Gaming - New Forms of Wireless Network Gaming;

Stale Stenslie (media artist): Symbiotic Interactivity in Multisensory Environments; Maureen Thomas (writer, director, Creative Director CUMIS, Cambridge University): Playing with Chance and Choice Orality, Narrativity and Cinematic Media: Vala's Runecast;

Christian Ziegler (media artist): 66movingimages - Interaction in Filmic Space;

Eric Zimmerman (game developer, CEO gameLab): Narrative, Interactivity, Play, and Games: Four Naughty Concepts in Need of Discipline.

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