

*Immersion and  
Interactivity in  
Literature and  
Electronic Media*

*Marie-Laure Ryan*

*Narrative as  
Virtual Reality*

# Narrative As Virtual Reality Immersion And Interactivity In Literature And Electronic Media

**Peter Meineck, William Michael  
Short, Jennifer Devereaux**



## **Narrative As Virtual Reality Immersion And Interactivity In Literature And Electronic Media:**

Narrative as Virtual Reality Marie-Laure Ryan, 2001 Is there a significant difference in attitude between immersion in a game and immersion in a movie or novel The author demonstrates in this book that the questions raised by new interactive technologies have their precursors and echoes in pre electronic literary and artistic traditions **Narrative as Virtual Reality** Marie-Laure Ryan, 2001 Is there a significant difference in attitude between immersion in a game and immersion in a movie or novel The author demonstrates in this book that the questions raised by new interactive technologies have their precursors and echoes in pre electronic literary and artistic traditions **Narrative as Virtual Reality**, 2003 **Virtual Reality Narratives** Kath Dooley, 2024-08-28 This monograph delves into recent evolutions in virtual reality VR storytelling focusing on entertainment based works created or launched since 2020 Through various case studies it showcases the increasing diversity and sophistication of recent narrative based projects Moving past the initial hype associated with the latest wave of VR a number of innovative and affective works combining documentary based or fictional storytelling with game mechanics live theatre and other elements have appeared at festivals or on distribution platforms in recent years These interdisciplinary works have much to tell us about the future of VR storytelling but have yet to receive sustained analysis This book aims to correct that Dooley argues that VR as an interactive medium that places the user inside a storyworld in a visible or invisible virtual body offers narratives that incorporate the user's body as a storytelling tool This fosters user centred stories that unfold in three dimensional space Adopting phenomenological and formal analysis methodologies the monograph examines case studies through their approaches to narrative style and interactive devices Key concepts that are explored include agency direct address environmental and spatial storytelling embodiment and presence By providing a much needed analysis of works through a variety of theoretical lenses the book illustrates how recent VR storytelling fosters powerfully transformative experiences **Interactive Narratives and Transmedia Storytelling** Kelly McErlean, 2018-03-05 Interactive Narratives and Transmedia Storytelling provides media students and industry professionals with strategies for creating innovative new media projects across a variety of platforms Synthesizing ideas from a range of theorists and practitioners across visual audio and interactive media Kelly McErlean offers a practical reference guide and toolkit to best practices techniques key historical and theoretical concepts and terminology that media storytellers and creatives need to create compelling interactive and transmedia narratives McErlean takes a broad lens exploring traditional narrative virtual reality and augmented reality audience interpretation sound design montage the business of transmedia storytelling and much more Written for both experienced media practitioners and those looking for a reference to help bolster their creative toolkit or learn how to better craft multiplatform stories Interactive Narratives and Transmedia Storytelling serves as a guide to navigating this evolving world Virtual Storytelling. Using Virtual Reality Technologies for Storytelling Gérard Subsol, 2005-11-24 The 1st International Conference on Virtual Storytelling took place on September 27 28 2001 in Avignon

France in the prestigious Popes Palace Despite the tragic events of September 11 that led to some last minute cancellations nearly 100 people from 14 different countries attended the 4 invited lectures given by international experts the 13 scientific talks and the 6 scientific demonstrations Virtual Storytelling 2003 was held on November 20 21 2003 in Toulouse France in the Modern and Contemporary Art Museum Les Abattoirs One hundred people from 17 different countries attended the conference composed of 3 invited lectures 16 scientific talks and 11 posters demonstrations Since autumn 2003 there has been strong collaboration between the two major virtual digital storytelling conference series in Europe Virtual Storytelling and TIDSE Technologies for Interactive Digital Storytelling and Entertainment Thus the conference chairs of TIDSE and Virtual Storytelling decided to establish a 2 year turnover for both conferences and to join the respective organizers in the committees For the third edition of Virtual Storytelling the Organization Committee chose to extend the conference to 3 days so that more research work and applications could be presented to renew the Scientific and Application Board to open the conference to new research or artistic communities and to call for the submission of full papers and no longer only abstracts so as to make a higher level selection Interactive Storytelling Henrik Schoenau-Fog, Luis Emilio Bruni, Sandy

Louchart, Sarune Baceviciute, 2015-11-28 This book constitutes the refereed proceedings of the 8th International Conference on Interactive Digital Storytelling ICIDS 2015 held in Copenhagen Denmark in November December 2015 The 18 revised full papers and 13 short papers presented together with 9 posters 9 workshop descriptions and 3 demonstration papers were carefully reviewed and selected from 80 submissions The papers are organized in topical sections on theoretical and design foundations technical advances analyses and evaluation systems and current and future usage scenarios and applications

**Interactive Storytelling** John T. Murray, María Cecilia Reyes, 2024-12-18 This two volume set LNCS 15467 and LNCS 15468 constitutes the refereed proceedings of the 17th International Conference on Interactive Digital Storytelling ICIDS 2024 held in Barranquilla Colombia during December 2 6 2024 The 21 full papers 9 short papers and 11 Late Breaking Works presented here were carefully reviewed and selected from 75 submissions The papers presented in these two volumes are organized under the following topical sections Part I Theory History and Foundations Social and Cultural Contexts Interactive Narrative Design Applications and Case Studies Part II Virtual Worlds Performance Games and Play Tools and Systems Late Breaking Works Technologies for Interactive Digital Storytelling and Entertainment Stefan Göbel, Ulrike Spierling, Anja Hoffmann, Ido Iurgel, Oliver Schneider, Johanna Dechau, Axel Feix, 2004-06-11 Interactive Digital Storytelling has evolved as a prospering research topic banding together formerly disjointed disciplines stemming from the arts and humanities as well as computer science It is tied up with the notion of storytelling as an effective means for the communication of knowledge and social values since the existence of humankind It also builds a bridge between current academic trends investigating and formalizing computer games and developments towards the experience based design of human media interaction in general In Darmstadt a first national workshop on Digital Storytelling was organized by ZGDV e

V in 2000 which at that time gave an impression about the breadth of this new research field for computer graphics DISTEL 2000 An international follow up was planned the 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment TIDSE 2003 Taking place in March 2003 it showed a more focussed range of research specifically on concepts and first prototypes for automated storytelling and autonomous characters including modelling of emotions and the user experience At TIDSE 2004 an established and still growing community of researchers gathered together to exchange results and visions This confirms the construction of a series of European conferences on the topic together with the International Conference on Virtual Storytelling ICVS conducted in 2001 and 2003 in France which will be further cultivated

**A Companion to Narrative Theory** James Phelan, Peter J. Rabinowitz, 2008-04-15 The 35 original essays in *A Companion to Narrative Theory* constitute the best available introduction to this vital and contested field of humanistic enquiry Comprises 35 original essays written by leading figures in the field Includes contributions from pioneers in the field such as Wayne C Booth Seymour Chatman J Hillis Miller and Gerald Prince Represents all the major critical approaches to narrative and investigates and debates the relations between them Considers narratives in different disciplines such as law and medicine Features analyses of a variety of media including film music and painting Designed to be of interest to specialists yet accessible to readers with little prior knowledge of the field

*Key Terms of Public History* Christine Gundermann, Juliane Brauer, Filippo Carlà-Uhink, Judith Keilbach, Georg Koch, Thorsten Logge, Daniel Morat, Arnika Peselmann, Stefanie Samida, Astrid Schwabe, Miriam Sénécheau, 2025-01-27 This volume introduces key terms of public history and makes them accessible via the most important subject areas and central research perspectives It is aimed at students teachers and practitioners who deal with history in the public sphere and offers approaches to the theoretical foundation of public history as part of historical cultural studies

*Risks and Opportunities in Using Educational Technologies* Walter Barbieri, Edward Palmer, 2025-01-21 This book provides another perspective to the way educators think about and use educational technologies in secondary and tertiary classrooms Technology in learning settings has often been used in cautious ways typically replicating existing non technological educational processes This book proposes that educators be more ambitious with the way they conceive of and use technology in secondary and tertiary classrooms It provides guidance towards that end by considering the history of application of educational technologies by interrogating common fears around their use and by exploring the benefits of contemporary uses of technology in assessment and virtual reality for learning through the presentation and analysis of empirical research It also charts a history of application of various educational technologies amid the dominant pedagogies in which they are introduced This book offers another perspective on the role of technology in education and provides ample practical applications It serves as a useful resource for educators and educational leaders in secondary and tertiary institutions

**Interactive Storytelling** Mirjam Vosmeer, Lissa Holloway-Attaway, 2022-12-01 This book constitutes the refereed proceedings of the 15th International Conference on

Interactive Digital Storytelling ICIDS 2022 held in Santa Cruz CA USA in December 2022 The 30 full papers and 10 short papers presented together with 17 posters and demos were carefully reviewed and selected from 79 submissions

*Adventure Games* Aaron A. Reed, John Murray, Anastasia Salter, 2020-02-20 The genre of adventure games is frequently overlooked Lacking the constantly evolving graphics and graphic violence of their counterparts in first person and third person shooters or role playing games they are often marketed to and beloved by players outside of mainstream game communities While often forgotten by both the industry and academia adventure games have had and continue to have a surprisingly wide influence on contemporary games in categories including walking simulators hidden object games visual novels and bestselling titles from companies like Telltale and Campo Santo In this examination of heirs to the genre's legacy the authors examine the genre from multiple perspectives connecting technical analysis with critical commentary and social context This will be the first book to consider this important genre from a comprehensive and transdisciplinary perspective Drawing upon methods from platform studies software studies media studies and literary studies they reveal the genre's ludic and narrative origins and patterns where character and the player's embodiment of a character is essential to the experience of play and the choices within a game A deep structural analysis of adventure games also uncovers an unsteady balance between sometimes contradictory elements of story exploration and puzzles with different games and creators employing a multitude of different solutions to resolving this tension

*Ambient Stories in Practice and Research* Amy Spencer, 2024-11-14 From a range of academic and practice led perspectives this book explores how a combination of place based writing and location based technologies are producing new kinds of experimental ambient literary experience In so doing it unpacks how situated literary experiences delivered through text audio and sensor based delivery offer distinctive new forms of reading and listening and lay the ground for a new poetics of situated writing practices Exploring an experimental practice based approach to digital literary forms and its emerging poetics this book critically examines the ecology of ambient literature from a range of perspectives including researchers and practitioners working in the fields of digital writing sonics visual art performance literary studies creative writing and computer science Essays look towards the emerging field of ambient literature drawing on contributors own background and interests Contributors study topics ranging from ecological and climatic challenges through critical and creative cartographies to understanding the metaphorical work of ambient as a form embedded in the social technological and literary Including practice based essays from writers artists and practitioners on the use of data to write poetry and the position of the writer as maker this book's combination of practice led approaches and interdisciplinary research makes it a valuable and varied contribution to the field of digital writing

*Dramaturgies of Immersion* Janek Szatkowski, Thomas Rosendal Nielsen, 2025-04-23 *Dramaturgies of Immersion* draws on case studies from international productions to conceptualise and analyse the state of contemporary immersive theatre Immersion appears in different forms raising the core question What is at stake in immersive theatre for

participants artists and society The answer depends on the underlying values of the different immersive poetics The book takes a multifaceted approach to immersive theatre and its dramaturgies to explore the forms of emersion rendered possible by immersion in a number of cases from international and Danish performances The edited collection examines how theatre in the 21st century finds adequate forms that allow it to both entertain and stay socially relevant The chapters build on each other developing a specific way of thinking about and analysing dramaturgies in immersive theatre as well as offering tools for dramaturgical analysis An insightful exploration of the potentials of immersive theatre Dramaturgies of Immersion is essential for advanced undergraduate and postgraduate students of dramaturgy and immersive theatre scholars and researchers in these fields as well as theatre practitioners **Videogames and Education** Harry J. Brown, 2014-12-18

Video games challenge our notions of identity creativity and moral value and provide a powerful new avenue for teaching and learning This book is a rich and provocative guide to the role of interactive media in cultural learning It searches for specific ways to interpret video games in the context of human experience and in the field of humanities research The author shows how video games have become a powerful form of political ethical and religious discourse and how they have already influenced the way we teach learn and create He discusses the major trends in game design the public controversies surrounding video games and the predominant critical positions in game criticism The book speaks to all educators scholars and thinking persons who seek a fuller understanding of this significant and video games cultural phenomenon The

Routledge Handbook of Classics and Cognitive Theory Peter Meineck, William Michael Short, Jennifer Devereaux, 2018-11-21

The Routledge Handbook of Classics and Cognitive Theory is an interdisciplinary volume that examines the application of cognitive theory to the study of the classical world across several interrelated areas including linguistics literary theory social practices performance artificial intelligence and archaeology With contributions from a diverse group of international scholars working in this exciting new area the volume explores the processes of the mind drawing from research in psychology philosophy neuroscience and anthropology and interrogates the implications of these new approaches for the study of the ancient world Topics covered in this wide ranging collection include cognitive linguistics applied to Homeric and early Greek texts Roman cultural semantics linguistic embodiment in Latin literature group identities in Greek lyric cognitive dissonance in historiography kinesthetic empathy in Sappho artificial intelligence in Hesiod and Greek drama the enactivism of Roman statues and memory and art in the Roman Empire This ground breaking work is the first to organize the field allowing both scholars and students access to the methodologies bibliographies and techniques of the cognitive sciences and how they have been applied to classics *Quality and Communicability for Interactive Hypermedia Systems: Concepts and Practices for Design* Cipolla-Ficarra, Francisco Vicente, 2010-02-28 This book introduces a new professional in the context of the information science technology and management called an heuristic assessor of qualitative communicability in interactive systems Provided by publisher *The Shadow of an Ass* Jeffrey P. Ulrich, 2024 Jeffrey Ulrich s The Shadow of an Ass

addresses fundamental questions about the reception and aesthetic experience of Apuleius *Metamorphoses* popularly known as *The Golden Ass* by situating the novel in a contemporaneous literary and philosophical discourse emerging in the Second Sophistic. This unique Latin novel follows a man who is accidentally turned into a donkey because of his curiosity viewing the world through a donkey's eyes until he is returned to human form by the Egyptian goddess Isis. In the end he chooses to become a cult initiate and priest instead of a debased and overindulgent ass. On the one hand the novel encourages readers to take pleasure in the narrator's experiences as he relishes food, sex, and forbidden forms of knowledge. Simultaneously it challenges readers to reconsider their participation in the story by exposing its donkey narrator as a failed model of heroism and philosophical investigation. Ulrich interprets the *Metamorphoses* as a locus of philosophical inquiry positioning the act of reading as a choice of how much to invest in this tale of pleasurable transformation and unanticipated conversion. *The Shadow of an Ass* further explores how Apuleius as a North African philosopher translating an originally Greek novel into a Latin idiolect transforms himself into an intermediary of Platonic philosophy for his Carthaginian audience. Situating the novel in a long history of philosophical and literary conversations, Ulrich suggests that the *Metamorphoses* anticipates much of the philosophical burlesque we tend to associate with early modern fiction from *Don Quixote* to Lewis Carroll.

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