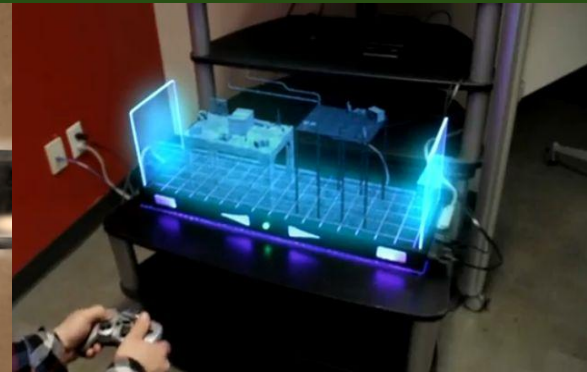


# MODERN MEDIUMS and STORYTELLING

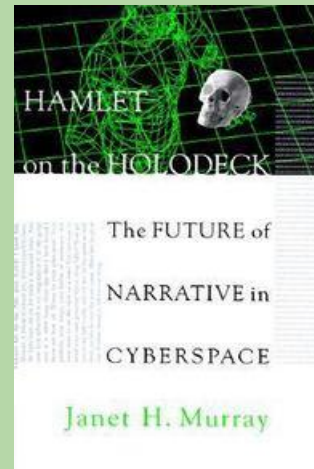
BY PATRICIA GOAGA





## HAMLET ON THE HOLODECK

“I find myself anticipating a new kind of storyteller, one who is half hacker, half bard.” - Janet Murray



# EXPLORING

JANET MURRAY'S

# NARRATIVE

IN CYBERSPACE



It's a sunny day.



Faster, more powerful, portable, and affordable.



A RETURN TO THE ORAL CULTURE

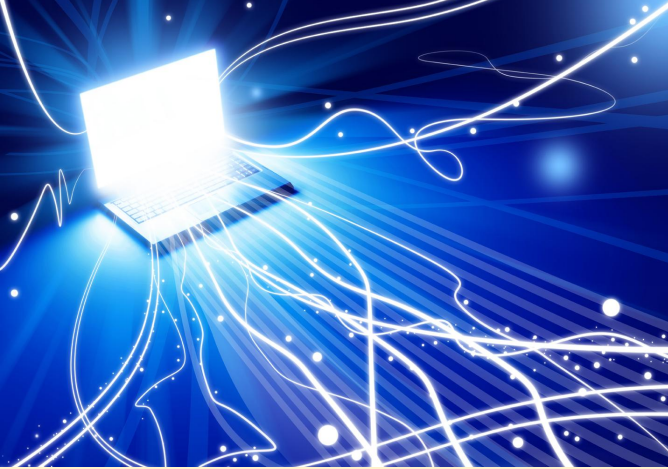
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NEW FORMATS

**EXPAND**

THE POSSIBILITIES

**OF EXPRESSION**



It is procedural,  
participatory,  
encyclopedic, and  
spatial.



# PLEASURES

## CHARACTERISTIC TO THE COMPUTER

1. IMMERSION
2. AGENCY
3. TRANSFORMATION



**MAN  
VS  
NATURE**

**MAN VS MAN**

**MAN  
VS  
SELF**



**ARCHETYPES AND ALLEGORIES**

**F  
I  
L  
M**

**MYTH TO  
NARRATIVE  
TO MEDIUM**

**UTOPIAN &  
DYSTOPIAN  
THEMES**



# UTOPIA

"Live long and prosper."

- Spock

- > HUMANITY ENHANCED
- > PURSUIT OF PERFECTION
- > TECHNOLOGY BENEFICIAL
- > MORAL ORDER
- > SOCIAL HARMONY
- > NATURE IDEALIZED



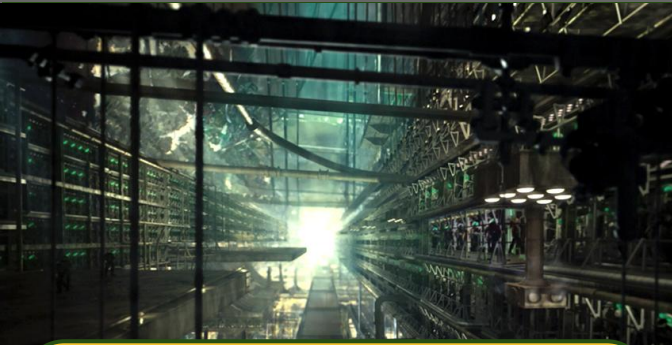


LOGAN'S RUN



# Utopian Theme in Film





"You will be assimilated.  
Resistance is futile."  
- The Borg



# DYSTOPIA

- > HUMANITY MARGINALIZED
- > PURSUIT OF CONTROL
- > TECHNOLOGY DEHUMANIZES
- > MORAL DECAY
- > SOCIAL COLLAPSE
- > NATURE SUPPRESSED
- > VIOLENCE AND FEAR



# DYSTOPIAN THEME IN FILM



## EQUILIBRIUM



ODYSSEY



SEGA®



Wii™

NEW CULTURE & ARTFORM



## VIDEO GAMES

VIDEO GAMES INNOVATE IN:

- > COMPUTER GRAPHICS
- > ARTIFICIAL INTELLIGENCE
- > NETWORKING
- > INTERACTIVE MEDIA



## CYBERDRAMA



## SIMULATED REALITY

THE VIDEO GAME IS A CULTURAL ARTIFACT WITH EMBEDDED MEANING

**AN INTERACTIVE FORM OF STORYTELLING OFFERING:**

- > RICH NARRATIVES
- > THREE DIMENSIONAL WORLDS
- > MEMORABLE CHARACTERS
- > MORAL CHOICES



**BEYOND THE HOLODECK**



**FULL  
IMMERSION  
VIRTUAL  
REALITY**



**STEREOSCOPIC DISPLAY**

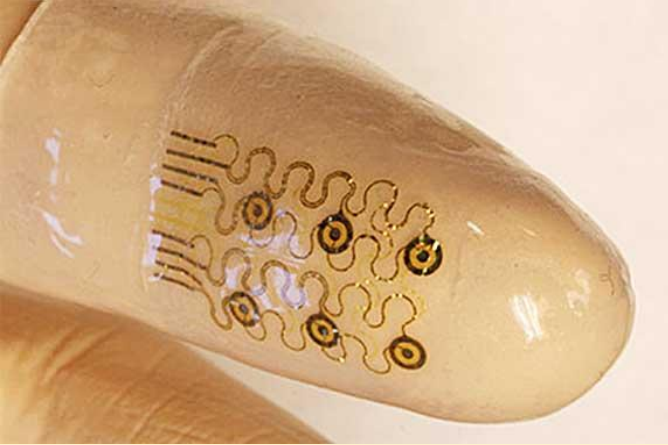
**MULTIDODAL DEVICE**

**HAPTIC SYSTEM**

## **VIRTUAL REALITY**

### **VR OFFERS:**

- > SIMULATION
- > INTERACTION
- > ARTIFICIALITY
- > FULL BODY IMMERSION
- > TELEPRESENCE
- > NETWORK COMMUNICATION



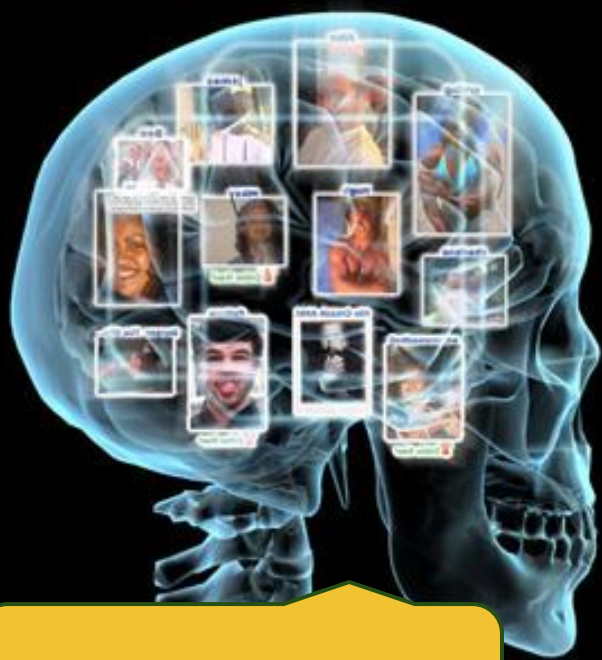
## THE FUTURE OF VR

- > SCALABILITY
- > PORTABILITY
- > PERSONALIZATION



## A VIRTUAL GLOBE

VR HAS  
MEDICAL, MILITARY,  
EDUCATIONAL,  
ENTERTAINMENT,  
AND COMMERCIAL  
APPLICATIONS.



**ARE YOU ONLINE?**

## **AN UPGRADE IN A PILL**



THE FUTURE CAN OFFER A PHYSICAL LINK TO THE INTERNET AND NAMO TECH TO EXPERIENCE THE VIRTUAL WORLD AND OUR OWN 24 HRS A DAY.

