

Contents

Introduction

Aspects of Interactive Dramaturgies: Thematic Frame and Authors' Contributions	
<i>Heide Hagebölling</i>	1

Part 1 Multimedia/Interaction/Dramaturgy

1 Elements of a History of Interactive Dramaturgy	
Cultural Fingerprints in the Digital Net	
<i>Heide Hagebölling</i>	9
Oral Tradition and the Drama of Antiquity: Early Forms of a Dramaturgy.....	9
Intermedia Production and Hierarchical Storytelling:	
Medieval Mystery Plays and Shakespearean Theatre.....	10
Virtuality, Imagination, and Multimedia Dramaturgies:	
Non-European Theatre and Wagner's Gesamtkunstwerk.....	11
Polyscreens and Polyscenes:	
From Total Theatre (TOTALTHEATER) to the Cinematic Avantgarde.....	11
From Simultaneous Cinema to Digitality: From <i>Bauhaus</i> to <i>Media Lab</i>	12
Expanded Cinema: Avant-Garde in Art and Design.....	12
From Panorama to CAVE: Immersive Cinematic Experiences.....	13
From Videoplace to Electronic Café: Interaction in Virtual Space.....	14
From the Telephone to Hypermedia: Interactive Networks.....	14
From Viewer to Actor: Interactive Dramaturgies.....	15
2 The New Horsemen of the Apocalypse	
The Role of Drama in Education	
<i>Bernard Allien</i>	17
Drama is a School for Life.....	17
"Real-Life Drama" as Represented by the Media.....	17
The Role of Fictional Drama.....	17
Web-Based Interactive Drama.....	18
From Participation to Creation.....	18
The Need for New Systems of Thought and New Processes for Learning.....	18
Drama, Learning and Emotion.....	19
Facilitating Knowledge Acquisition Through Dramatic Play.....	20
The Role of Interactive Dramatic Play.....	20
Mental Flexibility.....	20
Violence: from the Virtual to the Real World.....	21
The Role of Drama in Forming Identity.....	21
Apocalypse as Revelation.....	21

3	Dialogue with Machines	
	Can Computers Be Interactive?	
	<i>Peter Krieg</i>	23

Part 2 Cultural Learning

4	The Poem Gita-Govinda	
	System Concepts for Cultural Learning Documents	
	<i>Ranjit Makkuni</i>	35
	The Gita-Govinda	35
	Temporal-Based Information Access	35
	Spatially Distributed Information Access	36
	Distributed, Multilevel Exhibit Solution	36
	Re-Reading as "Seeing one Category in Terms of Its Relationship to Another" ...	37
	Re-Reading as "Accessing Deeper Levels"	37
	Representation of Multilevel Content	37
	Presentation System Implementation	38
	Space Based Exhibit Design	38
	Dramaturgy in Space and in Time	41
	Understanding the Design of Cultural Space	41
5	Interactively Setting in Motion the Wheel of Law	
	Telling the Life and Philosophy of Buddha: The Mural Paintings of the Temple of the Emerald Buddha in Bangkok	
	<i>Titus Leber</i>	43
	The Premises	43
	Navigational Metaphors	43
	The Daedalus-Paradigm: Basic Construction-Principles	
	of Interactive Universes in Cultural Multimedia Productions	46
	Building Daedalus' Maze	46
	Ariadne's Thread: How to Find One's Way Outs	47
	Navigation: Event Maps and Mind Maps	47
	Multi-Layering or the Mental Camera at Work	53
	The Mechanics of Intellectual Tease	53
6	In the Place of Coincidence Archaeology of the Unconscious	
	The Sigmund Freud CD-ROM	
	<i>Nofrontiere Design</i>	57
	The Freud Studio (Entstehen Katz)	57
	Sigmund Freud CD-ROM: Archaeology of the Unconscious	59
	I Don't Know How my Mind Works (Entstehen Katz)	59
	[co] Operating Systems (Peter Blakeney)	60
	In the Place of Coincidence (Peter Blakeney)	61
	Freudian Objects (Markus Huber, Managing Director)	62
	The Dream: Archaeology of the Archaeology (Entstehen Katz)	62
	Linear and Non-Linear Storytelling (Ulf Harr + Peter Turttschi, Art Directors)	63
	The Audience (Lisa Löschner, Project Manager)	64
	I am the Center of the Universe (Entstehen Katz)	64

Freudian Objects (Ulf Harr, Art Director)	69
Design of Experience (Entstehen Katz)	69
Feedback	72

Part 3 Museum & Media

7 Setting the Stage for Interaction

Digital Craft and the Museums of the 21st Century

<i>James M. Bradburne</i>	75
Collecting, Communicating – The Role of the Museum.....	75
Museums in a High-Value Economy.....	78
Interaction Comes to the Museum.....	79
Bottom-Up: The Changing Role of the Visitors	80
The Body in the Library: From Exhibit to Engagement – a Shift from Story Telling to Story Reading	81
Mine Games – Visitors as Actors – Interactive Theatre as Public Forum	84
New Metropolises – The Interactive Museum.....	86
MAK Frankfurt – A Museum for the Dot.Com	90
A New Identity – mak.frankfurt	91
A New 'Piazza' – from Visits to Use	91
New Emphasis – from Information to Skills	92
Bottom-Up – Re-Visiting the Permanent Collections	92
Digital Craft at mak.Frankfurt – Collecting Interaction.....	93

8 Interactive Narrative and Integrated Applications in a Museum

The Role of Interactive Media in the J. Paul Getty Museum, Los Angeles

<i>Kenneth Hamma</i>	99
Background	99
ArtAccess.....	99
ArtAccess Modules and Structure	101
Growing the System as Part of Museum Education.....	104
Consistency and Quality in Developing Additional Content.....	107
Shared Data for Museum Applications and Web Publishing	110

Part 4 MediaTecture & HybridSpaces

9 metaField: Interactive DataSpaces

Exploring the Home/Work/Art-Making/Play-Spaces of the Future

<i>Ron MacNeil, William Keays</i>	115
Concepts for Information Architecture.....	115
The Background: The Kids' Room and PingPongPlus.....	115
The Genesis of the <i>metaField</i> Concept.....	116
Dances with Words.....	116
Letter Blocks.....	117
Picture Puzzle	117
Walking Around Data	118
metaField Maze	118
How It Works	119

Later Experiments	120
Interactive Dramaturgies	122
10 The Crossing	
Living, Dying and Transformation in Banaras:	
A Multimedia Cultural Learning Project for the Next Millenium	
Ranjit Makkuni	123
Banaras	123
The Crossing Exhibition	125
Research Directions: Correlating Learning Spaces with Physical Spaces	125
The Integral Relationship of Life and Death, the Individual and the Whole	129
Annex.	129

Part 5 Gaming & Interaction

11 Action, Adventure, Desire	
Interaction with PC Games	
Claus Pias	133
Interactivity and Action	133
Reacting: Action Games	135
Making Decisions: Adventure Games	138
Planning: Strategy Games	142
Typology and Dramaturgy	146
12 Games of Gods	
Black&White: The Omnipotence of the Player	
Florian Stangl	149
Black&White: A New Gameworld	149
Player, Lord and Master, Ruler: Open Roles	149
Conduct and Action: The Player's Character is the Character of the Game	150
The Virtual Alter Ego: Like Player, Like Creature	151
Multiplayer Modus: Bloody Battle and Entertaining Chats	153
An Independent Continent: No Communication, No Power	155

Part 6 Hands@Film & Television

13 Interactive Movies	
Practical Experimentation with Parallel Video Streams	
Chris Hales	159
The Context	159
From Single to Parallel	160
Bliss	161
Grandad	163
Feedback	165
Conclusion	166

14 TypoToons™ & TattleToons	
Children's Interactive Television	
<i>Frank Alsema</i>	167
A New Way to Make a TV Broadcast Interactive.....	167
Technological Innovations.....	167
Interactive Television/Interactive Storytelling	167
TypoToons	168
TattleToons	172
Annexe	176

Part 7 www.Literature & Stories

15 Interactive Stories:	
Strategies and Modes of Interactive Dramaturgy Writing Public Literature in an Evolving Internet Environment	
<i>Judy Malloy</i>	181
Telling the Story in a Public Forum – Then and Now	181
Uncle Roger – Telling Stories in a Closed Community	181
The Roar of Destiny Emanated from the Refrigerator – Writing Stories for the Global City.....	182
Reader Paths in the Contemporary Internet Environment.....	184
Collaborative Narrative Datastructures – The Participant as Co-Author	185
Thirty Minutes in the late Afternoon – The Collective Creation of Characters	186
Name is Scibe – Individual/Community Interactions in a Virtual World	187
Future Developments	187
16 Click and Roll: “Paul is Dead”	
The Rock and Roll Murder Mystery	
<i>John Sanborn</i>	191
The Concept	191
Innovations	192
Story Overview and Characters: The Story Background.....	193
The Characters.....	193
Story Breakdown: the First 7 Weeks	195
Structural Overview	200
Main Screen Types and Alternate Websites.....	201
The Screen Types	201
“os” Screens.....	202
“sr” Screens	202
Special “sr” Region: Elly's File.....	203
The Alternate Websites.....	204
Chat Bots	205
Interface and Functionality.....	205
NavBar Buttons.....	206
Social and Community Areas and their Connection to the Story.....	208

Part 8 Interaction.Content.Design.com

17 Frames: At the Edge and Beyond	
Constructing the Emerging Languages	
in Computer-Mediated Narratives and Communications	
Alok B. Nandi	211
Writing in Space and Time	211
Sequential Art	212
Narrative Systems	213
Frames, Pages, Screens	213
In Praxis: Conception-Direction	216
On, Behind, Beyond the Screen	218
Complete the Incomplete	218
18 The Circular Page	
Designing a Theatre of Choice	
Michael Utvich	221
Beyond Narrative	221
Thinking Interactively: The Medium and the Message	221
The Conversational Model	222
Visiting the Money God	223
Everyday Experiences	224
A Visit to the Grocery Store	224
From Proscenium to Browser: The Evolution of Interactive Media	225
Myth and the Spoken Word	225
Interactivity and Writing	225
The Stage and the Proscenium	226
Television and Media Fragments	226
Interactive Media: Networks & Dialogues	228
TV vs. Interactive	228
The Creator's Challenge: A Dialogue of Experience	229
19 Write a Story as a Building	
Interactive Media Content Design	
Michael Utvich	231
The Multi-narrative	231
The Museum as Story Archtetype	231
Architecture and Models	232
About the Authors	257