

IPCity

Story-Telling Workshop

Dr. Zsolt Szalavári @ ZemanekHS, Sept. 22nd 2009



Workshop: Story-Telling



- “Second-City”: Mixed Reality story-telling system integrated into urban environments
- “City Tales”: Research project work-package inside IPCity
- Story environment alter’s participants experience of urban environment
- Ease of use to target mass audience
- Participation of users

City Tales – Principle Ideas

Geolocated common, shared diary –
perceived on the spot inside a mixed reality environment

[in Web2.0 terms: ~ GoogleEarth social network
with shared blog spaces and mobile access]

- Single reality vs. multiple/diverse memories – **1D**
- Temporal dimension of narrative not limited – **additional D**
- Interwoven authored stories help to create red-lines between singular memory spots – **2D+ stories**
- Persistent digital narrative creates presence – **parallel living world**

Research Goals

Major objectives of the City Tales research are:

- Understanding **how participants experience stories** in a MR environment with different levels of augmentation
- Development of intuitive & easy to use **user interfaces** for MR applications with a large user test base
- Facilitation of **user created content** for MR applications that are independent from delivery formats
- Transforming MR applications into mass market tool by familiarizing both users and MR apps with each other

Research Territory selection

- Aspects that played a role in territory identification:
 - Rich content already available (current, historical, evtl. “local stories”)
 - Living place all year – many potential users
 - Crossroad of many interests
 - Dynamic urban area & long-term historic context
 - Role in city history

 - Open space – good chance to use GPS
 - Easy to reach – tests often and easily possible
- NASCHMARKT



Territory selection

➤ NASCHMARKT



Urban Strategies Workshop on Naschmarkt

- Analysis of an urban environment in context of content creation:
 - What kind of information can be collected and what is the respective media to store and visualize it?
 - How does objective information of the city (map space) relate to individual perceptions and experiences (perceptual space)?
 - What kind of inscribed rules within the cities fabric and mechanism has effect on how people perceive, use and navigate the city?

Urban Strategies Workshop on Naschmarkt

Urban zoning and building code (statutory regulations)



Users behaviour (various users behave different)

■ BEHAVIOR
■ USER PROFILES



propositions	15
items sold	3
sell ratio	0.2
densification	LOW



propositions	6
items sold	3
sell ratio	0.5
densification	HIGH



Urban Strategies Workshop on Naschmarkt

Infrastructure and locomotion
(connectivity of the market to city)

History, typology and morphology
(physical appearance)

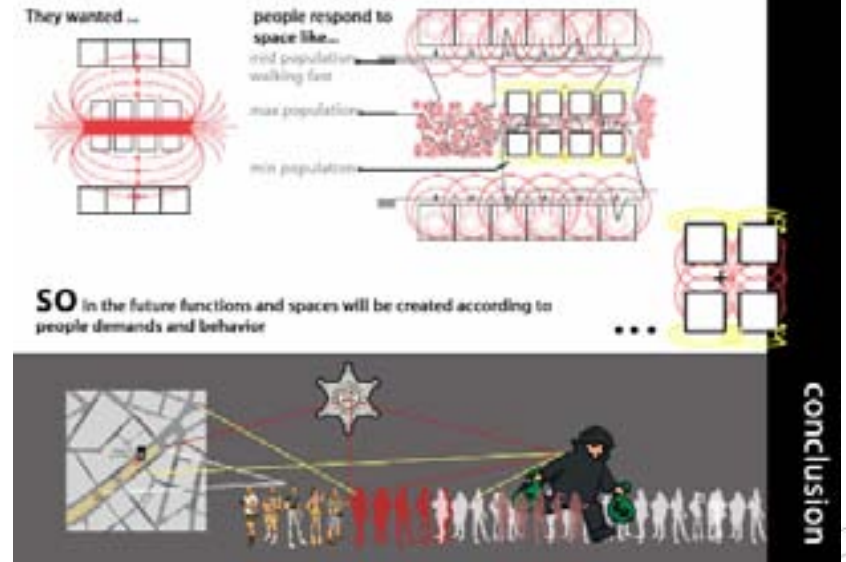
URBAN MOVEMENT
CONNECTIONS WITH THE OTHER AREAS



Urban Strategies Workshop on Naschmarkt

Uses of stalls
(actual function, supply, demand)

Temporary uses
(emerging other functions)



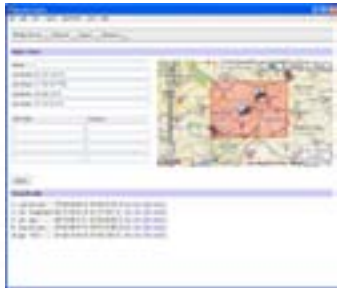
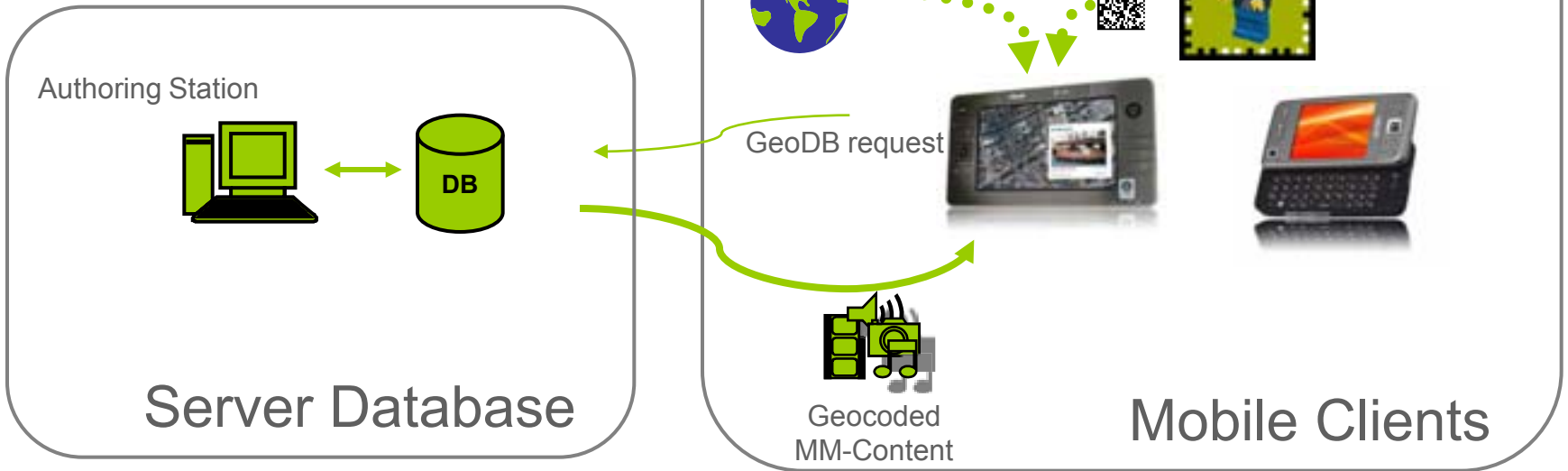
Implementation

- **Key problems:**
 - Mobile devices for on-site browsing (and authoring?)
 - Wide-area and local tracking
 - Remote possibility of creation and browsing
 - Intuitive user interface for public user
 - “Story-telling” in mobile environments?
 - Sharing and reflecting on information



City Tales Infrastructure

Second City System Overview



DB Management



MR-Player



Walking Explorer



Wall Blogging

MR-Player Client

- MR-Player is
 - Mobile client for browsing 3D MR content attached to fiducial marker or GPS position
 - Content is downloaded via network connection from SecondCity Server
 - Currently running on Windows Mobile 6 and Symbian mobile phones
- *Playback of not limited mount of mobile mixed reality content*



MR-Player Client

Client supports playback of:

- Text, HTML
- Image, Sound, Video
- KML
- Animated 3D content

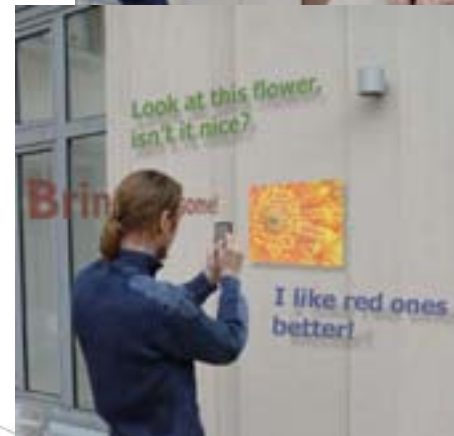
Data query can be started via

- Visual marker
- GPS based query



Other Clients

- **“Walking Explorer”**
surroundings map view enhanced with MM-data from database
- Google Earth client running on UMPC with “Network Link” connection
- **“Wall Blogging”** - Mixed Reality chat in localized environment
- Chat elements are attached to marker that is attached to the wall



Prototype Application - SoundMeal

find the with the correct
information to
reach the exact **shop**



aim of the **gam**



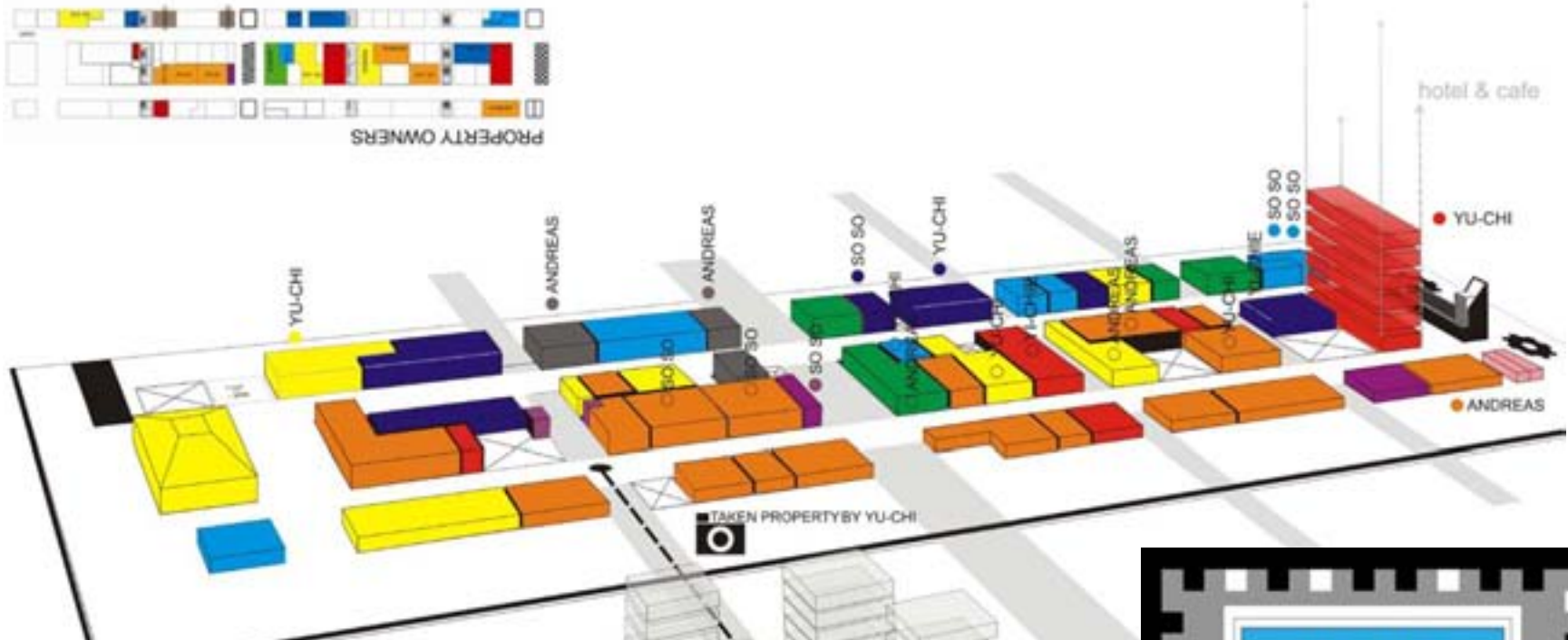
...fresh tomato!!!

background sound

...fresh apple!!!

audio information code visual

Prototype Application – Virtual Development



OBERLAA

RENT 32 pts.

1 House	50 pts.
2 Houses	75 pts.
3 Houses	100 pts.
4 Houses	125 pts.
1 Commercial	150 pts.
1 Public Amenity	75 pts.
Mortgage Value 160 pts.	
* If 3 properties of the same color are owned, the rent is doubled. (on plain property only)	

Summer School Workshop

- Naschmarkt stories by invited professional authors
- Their task: create a “universe” of virtually believable persons at Naschmarkt and their stories.
- Cross correlation of stories was welcome

- Crime: Peter Brandstätter – “At journey’s end”
- Love: Uwe Neuhold – “Lovers on Naschmarkt“
- Mystery: Wolfgang A. Stindl – “Screaming Stone”

Summer School Workshop Tasks

- Content Creation
 - Translation of the stories into the urban environment
 - Diverse content creation to supplement stories in mobile environment
 - Localization of stories using different methods
- Experience
 - “play the game”
 - Collect impressions and document user behaviour
- Presentation
 - Present results and findings



Imagination Computer Services GesmbH

Kirchengasse 1A/OG3, A-1070 Vienna, Austria

Tel: +43-1-234-4624-0, Fax: +43-1-234-4624-99

Email: office@imagination.at

www.imagination.at