

Supervised by
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WASCHMARKT

VIENNA



2009




STORY TELLING

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INTRODUCTION



ANALYZING THE STORY

THE STORY UNIVERSE

Story Content

- The story was told from the perspectives of three different main characters even though it was one universe

Challenges

- Which character's perspective should the user experience the story through?
- It would be desirable to give the user an active role in the story instead of a passive one
- What events and locations are common to the experiences of two or three of these main characters'
- What specific events should we choose for the trial that could provide the user with adequate information to experience the individual stories of all the main characters

THE STORY UNIVERSE

Solution

- We decided to introduce a new character (Adrian) in the same universe whose perspective, the user would experience the story through
- Adrian's quest to find his missing friend, Brigitta leads him to discover mysterious events around the Naschmarkt that concern the three other main characters
- By interacting with certain locations around the Naschmarkt, certain people could provide Adrian with information about these events
- The three original stories were summarized in twelve special events which gave the user an idea of the events linking the main characters

THE STORY MAP



The 12 location-based events (shown as red dots) spanned the entire Naschmarkt



IMPLEMENTATION

EXISTING SYSTEM

Using the MR Player

- Markers were created and used to retrieve related content on a database
- Uploading content to the database was easy
- The system could provide accurate information about the location of a marker through GPS.



THE USER EXPERIENCE

- The user would interact with certain points of interest through mobile devices running the MR Player
- The story would be told through photos, audio dialogue, video and text
- Bits of content are non-linearly arranged and can be obtained in any order



MEDIA PRODUCTION



Mapping Locations of Interest

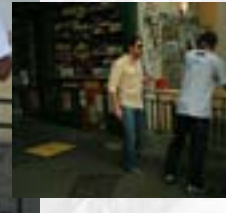
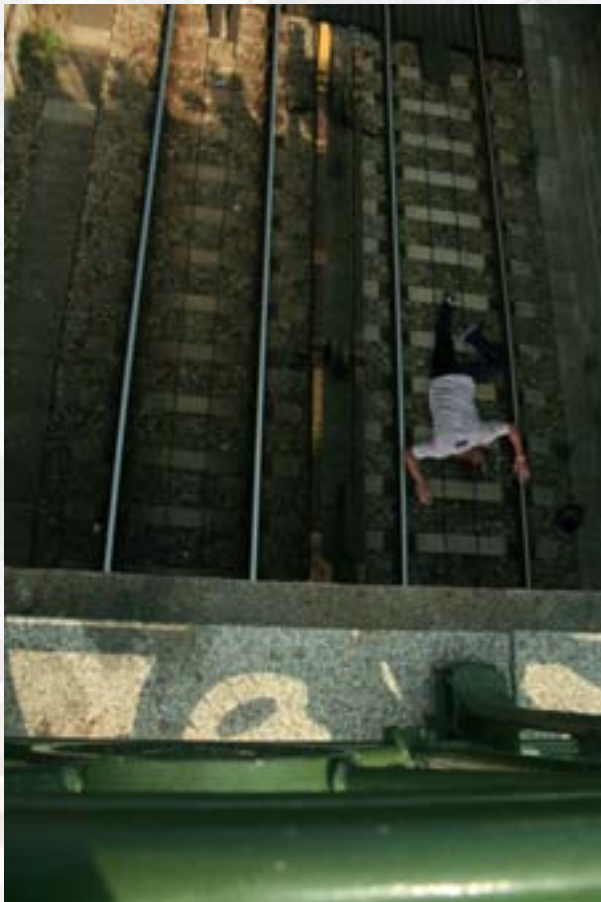


Creating the Photo Scenes



Audio Recording Session

PHOTO SCENES





TRIALS

THE NASCHMARKT RUN

- Printed markers were placed at the 12 points of interest
- The MR Player was used to read the markers across the Naschmarkt



Manfred ponders the origins of the strange symbol



no_11.mp3



FINAL CONSIDERATIONS

CONCLUSIONS AND FUTURE WORK

- Role play elements
- Ability to play through the perspectives of new characters with a background story related to the universe
- More advanced media types such as video and animated clips
- Inclusion of more markers to tell the story in a more in depth way



QUESTIONS?



THANK YOU!