Storytelling as a Design Principle

Storytelling - A Design Principle

Khaled Blah

Embodied Agents Research Group

June 25th, 2009
Introduction

"A method of creating imagery, emotions and understanding of events through interaction between a storyteller and an audience"
Introduction

"A method of creating imagery, emotions and understanding of events through interaction between a storyteller and an audience."

Storytelling is uniquely human
"A method of creating imagery, emotions and understanding of events through interaction between a storyteller and an audience."

Storytelling is uniquely human.

Used to pass along knowledge from one generation to the other or between people in one generation.
How does it work?

Storytelling can be oral (tale), visual (information graph, movie) or textual (poem, novel).
How does it work?

Storytelling can be oral (tale), visual (information graph, movie) or textual (poem, novel).

Storyteller: anything that engages an audience to experience a set of events.
How does it work?

- Storytelling can be oral (tale), visual (information graph, movie) or textual (poem, novel).
- Storyteller: anything that engages an audience to experience a set of events.
- Recently: storytelling using digital media.
What does it need?

Storytelling needs a set of elements that can be augmented but rarely subtracted:

- **Setting**: orientation for a sense of time and place
- **Characters**: the audience becomes involved
- **Plot**: ties events together to advance the story
- **Invisibility**
- **Mood**
- **Movement**
What does it need?

Storytelling needs a set of elements that can be augmented but rarely subtracted:

- **Setting**: orientation for a sense of time and place
Storytelling needs a set of elements that can be augmented but rarely subtracted:

- Setting: orientation for a sense of time and place
- Characters: the audience becomes involved
What does it need?

Storytelling needs a set of elements that can be augmented but rarely subtracted:

- Setting: orientation for a sense of time and place
- Characters: the audience becomes involved
- Plot: ties events together to advance the story
What does it need?

Storytelling needs a set of elements that can be augmented but rarely substracted:

- Setting: orientation for a sense of time and place
- Characters: the audience becomes involved
- Plot: ties events together to advance the story
- Invisibility, Mood, Movement
Interactive storytelling and interactive fiction are distinct in that interactive storytelling focuses on drama and dynamic circumstances, where interactive fiction games, traditionally (but not necessarily) focus on puzzle-solving and navigating through pre-conceived circumstances. (Facade —→ long talk)
Interactive storytelling

Interactive storytelling and interactive fiction are distinct in that interactive storytelling focuses on drama and dynamic circumstances, where interactive fiction games, traditionally (but not necessarily) focus on puzzle-solving and navigating through pre-conceived circumstances. (Facade — long talk)

"Software wizards or Software Assistents"

Make sure the user follows the "story" of a properties wizard or template assistent to get his desired settings right.
Thank you for your attention!