

Storytelling for Virtual Worlds

Cvijeta Miljak, Designing and Creating Virtual Worlds, 31.10.2023

Along-the-lecture assignment

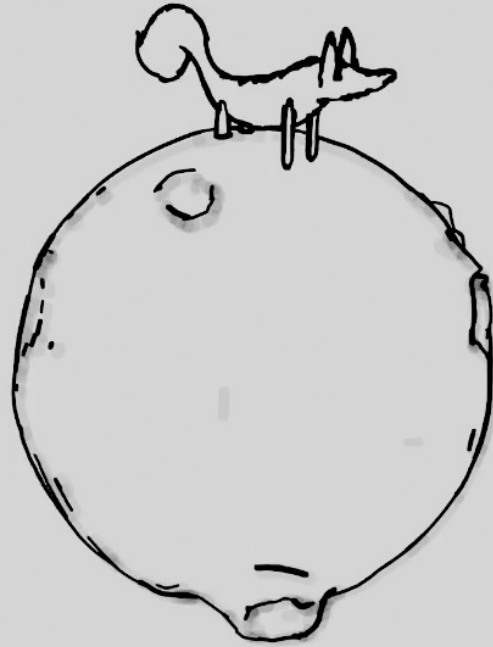
Please consider, from the perspective of your own project, the aspects of storytelling presented in the lecture.

Think which storytelling aspects would be useful or relevant for you.

Write down some notes during the lecture as a group. These will be discussed briefly in the end.

<https://flinga.fi/s/FP8WP26>

What is a world?



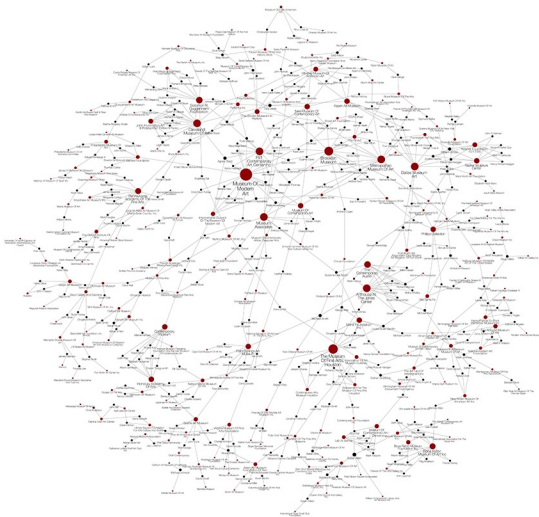
A consistent system
with internal rules to follow

Storytelling *as a* art form
method
technique *of/for* communication
tool

Storytelling *as a* process *of* meaning-making

Sense-making

Ordering Information: Storytelling organizes information by presenting it in a structured and coherent manner. This structure helps in understanding and remembering the information we are conveying.



Barabasi Lab, The Art Board (2020), www.barabasilab.com

Contextualizing Events: By placing events in a narrative framework, storytelling helps individuals to make sense of the world around them. It provides context and helps to understand the relationships between different elements.



theBlu, VR game, Wevr (2022)

Cultural Transmission

Culture and shared understanding: Stories are vital in preserving and transmitting of cultural values, traditions, and knowledge from one generation to the next. Through storytelling, communities develop shared understandings of their history, customs, and collective experiences. It fosters a sense of unity and belonging.

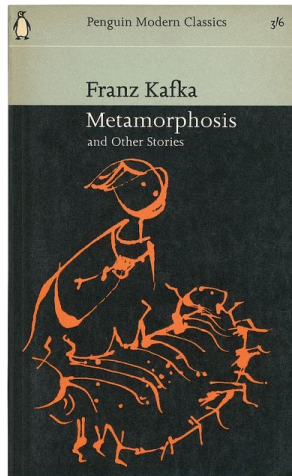


Yildirim & Harrell, On the plane, Simulating discrimination in virtual reality, MIT

Emotional Connection

People experience their own life stories (the things that happen to them) and they makes an emotional impact. Storytelling too has the power to evoke emotions. Most humans share common emotional responses and emotions can serve as a powerful mechanism to help us connect appropriate parts of a world together. Through emotions audience can relate to the story in a way that's personally meaningful for them.

“VRwandlung” is complemented by a virtual tour with Reiner Stach, the author of Kafka’s new standard biography. The expert not only presents Kafka’s work, but also points out the fact that he is actually the spiritual father of virtual reality. “As an enthusiastic cinema-goer and viewer of stereoscopic images, he imagined that one day a two-dimensional image would be fused with spatial effects to create a new, completely illusionary reality,”



Mika Johnson, *Die Verwandlung* or *The Metamorphosis* by Franz Kafka (2018)

Basic Emotions: the cognitive evaluations and consequences for those that are free-floating, and the objects and consequences in plans and actions for those with known objects.

Basic emotions: free-floating	Cognitive evaluations in relation to goals	Cognitive consequences in actions
Happiness	Success	Continue
Sadness	Loss, separation, failure	Do nothing
Anger	Obstruction	Aggress
Anxiety	Threat	Find safety
Basic emotions: with known objects	Individual objects	Cognitive consequences in plans and actions
Love	Partner, offspring, person, or entity	Courtship, nurture, care
Hate	Person or entity	Neglect, harm
Boredom	Person, entity, situation	Leave, ignore, seek change
Disgust	Noxious person or entity	Reject, expel

Johnson-Laird, P. N., & Oatley, K. (2022). How poetry evokes emotions. *Acta Psychologica*, 224, 103506.
<https://doi.org/10.1016/j.actpsy.2022.103506>

Perspective and Interpretation

Subjectivity of Experience: Different people will interpret the same story in various ways based on their personal experiences, beliefs, and perspectives. This subjectivity adds layers of meaning to a story.

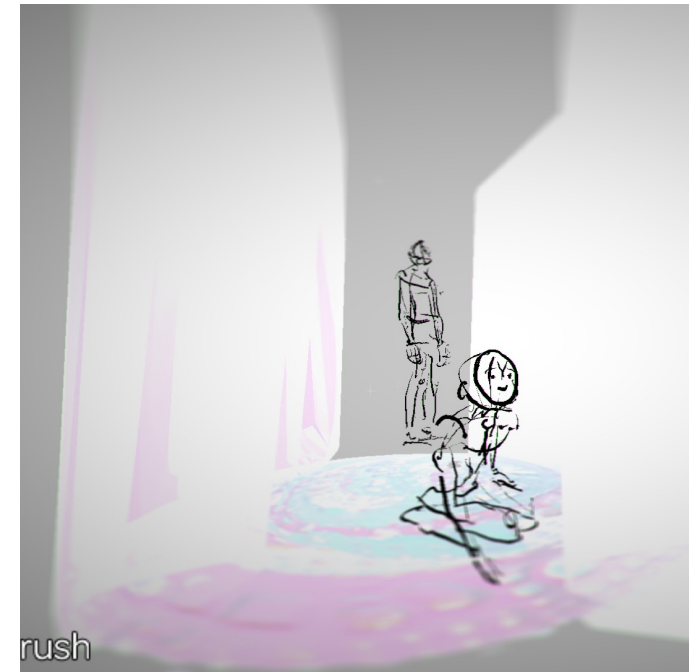
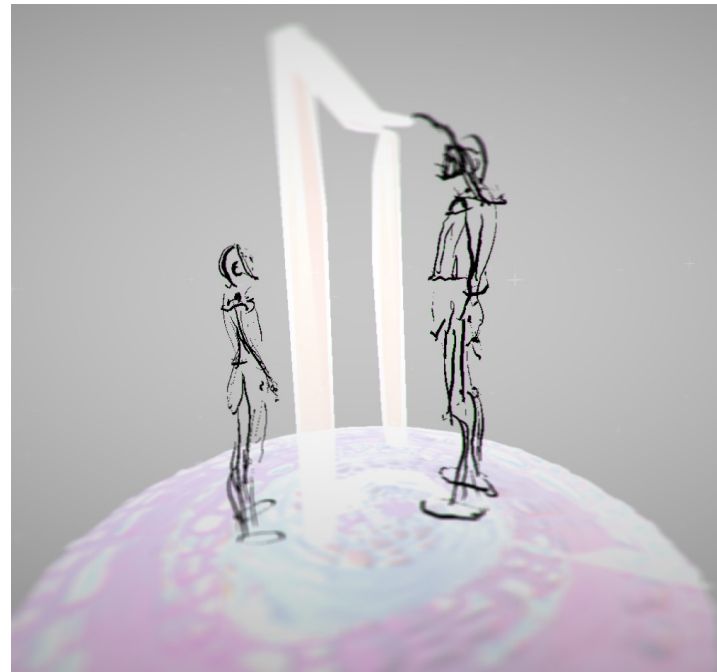
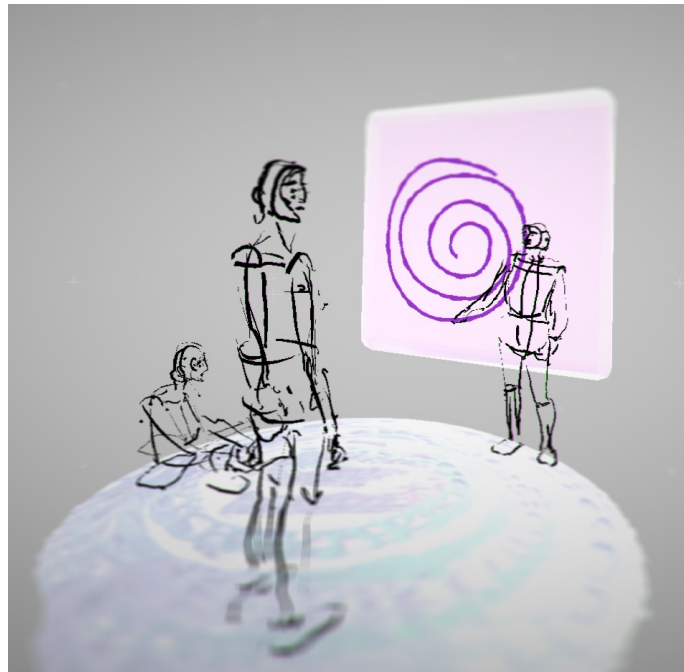
+ Working creatively with constraints



Cvijeta Miljak, Karuselli in Tulse Luper Journey, 2006 (world within a world, within a world, within a world, within a world, ...)

Audience

spectators or actors in your virtual worlds?



Thank you!

If you have any questions
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