Media Transformation
Vorlesung

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Øyvind Eide
Woche 7
Freedom in storytelling

• Telling a story
  – or
• Creating a story?
Freedom of text based stories

• High: telling story
• Being told story
  – this is where interactivity is most relevant?
• Low: reading story
Freedom in storytelling

• Before the story is told
  – freedom

• After the story is told
  – locked

• When the walk is walked it is fixed
  – but we can always walk again
  – and tell new stories
How close can one get?

- The aim for reality
  - confessional literature
- Write your life
  - play your life?
  - design the game of your life?
  - of others' lives?
- Can we make continuous choices in games?
  - or in life?
States as networks

Limitations of choice

Limitations of choice

• How many ways to the mountain?
  – can follow the path
  – or another path
  – or off path

• Continuous choice

Limitations of choice

- How many train routes to Hamburg?
  - can follow one track
  - or another track
  - not off track
- Discrete choice
States as networks

Narratives and games

- Computer generated narrative
  - from data to text
  - weave the story from datapoint to datapoint
- Playing the game
  - from state machine to game
  - weave your game story from state to state
- Some states are close to continuous
  - like moving across the map
- Others are discrete
  - run \(\lor\) hide the knife \(\lor\) clean \(\lor\) ...
Freedom in games

- Computer games run on Turing complete machines, but
  - complexity
  - random
  - human players (MMOGs)
- Novels are also written in discrete alphabets
- Human projected intelligence (Eliza)
  - human projected freedom?
Context

- Freedom is always in context
  - What do you want to do?
  - What do you choose: a, b, or c?
- Determinism?
- Freedom from constraints?
Freedom and creation

- Interactivity gives some freedom
- The work is already created
- But readers/users always re-create
This is full freedom
Or this
Levels of interactivity

• Oral culture
  – storytelling
  – listening to the public
  – adjusting the story
  – the lecture

• Text
  – fixed document

• Interactive storytelling
  – fixed document with variation
  – un-fixed document
Text as code

• Performance
• Text as a code (to be decoded)
• as score (to be played)
  – improvisation
• The fact that somebody gives you alternatives does not mean you are free
  – but not that you are unfree either
• How do YOU tell stories?
Exercise

- Create small groups
- Tell each other stories
- For each story
  - analyse how it is told
  - analyse its relationship to events
- Report back
- What would it take to make the stories interactive?