

Media Transformation

Vorlesung

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Woche 9



LARP: What now?

- Problem
 - Does not have a week
- Solution
 - Bus stop

<http://www.slideshare.net/ckoeHN5/bus-stop-8997285#>



Bus stop



RULES

The following game should take about fifteen minutes to a half-an hour. If things go well, this game can go longer.

There is no formal combat in this game. The level of violence allowable is up to the GM, as are the results.

There are no special abilities. There are no items. All goals are social in nature.

Please, even if your character would do something rude, don't do it yourself. If you want to do something rude, ask the GM for advice, or work out something with the person that you are being rude to.

Theatre, interactive storytelling, LARP

- Enacting vs. telling
- Enacting vs. showing
- Actor vs. audience
- Level of freedom in script
- Absolute differences?



LARP between storytelling and theatre

- Telling stories
 - storytelling
- Showing stories
 - theatre
- Making stories
 - LARP
- Interactivity?



LARP

- Can we play the game more than once?
- Is it a game or a part of our lives?
 - or both?
- If we play again, is it the same game?
 - what is the identity criteria for theatre?



Creation

- Stories
 - writing or telling?
- Theatre
 - author or director?
- LARP
 - players creating within defined settings
 - story not made but unfolded?



Storytelling and modelling

- Narrative vs. simulation
 - the game as a model simulating something
 - the game as a story
- Either or?
- Different games different mix of the two?
- Different aspects on games?
- Connected to differences in modalities?



The meaning of each element

- Space vs. text
 - geometry vs. sequence
 - iconic or symbolic
- Theatre vs. VR vs. other media
- Visual programming – space
 - image vs. figure
 - vector vs. raster
 - discreet vs. continuous



Intermediality

- All media are mixed
 - but some more than others
- The medium is the message?
- Words and drawings ask different questions

Every medium has the capacity of mediating only certain aspects of the total reality.

Elleström, Lars. “The Modalities of Media: A Model for Understanding Intermedial Relations.” In *Media Borders, Multimodality and Intermediality*, edited by L. Elleström. Basingstoke, 2010: 24.



Intermediality

- Different art forms (or media)
 - theatre
 - VR
 - narrative texts
 - film
- Visuality, aurality, textuality, ...
 - how to understand the differences?
 - can we find structures?
 - abstraction
 - toolbox for understanding and practice



Media modalities

- A media product has a material interface
 - document pages, bodies dancing, sounds in a room
- which meets the senses of the recipient
 - seeing, hearing, smelling, feeling, tasting
- in a spatiotemporally based interpretation
 - direct or reconstructed space and time
- based on a semiotic understanding.
 - symbolic, iconic, indexical

