



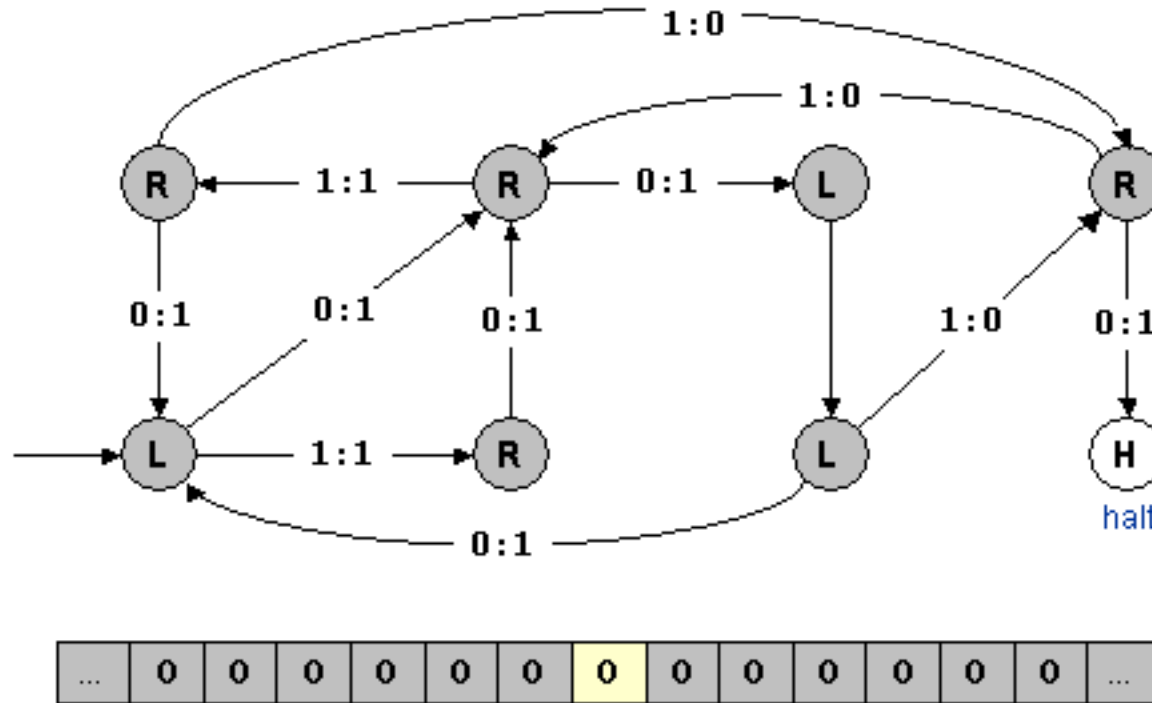
# Media Transformation

Lecture Winter term 2024–25, week 5

From interactive storytelling to LARP

Institut für Digital Humanities, Historisch-Kulturwissenschaftliche Informationsverarbeitung | Prof. Dr. Øyvind Eide

# States as networks



Robert Sedgewick and Kevin Wayne. (2000–2016). *Introduction to Programming in Java*. 5.4 Computability. <http://introcs.cs.princeton.edu/java/54computability/>

# Movement

- Through
  - a landscape
  - a train network
  - a text
  - a painting
  - a VR game
- Like painting and poetry
  - no absolute differences
  - different expressions
  - different humans

# Games and life

“I would like people to play it once...because that’s life. Life you can only play once...I would like people to have this experience that way.”

[...] it is a game, and Cage understands that people will naturally want to go back and play through again, and even perhaps reload a previous save point to avoid unpleasant results that might occur because of actions taken in the game.

To this, Cage says, “I’m fine with that, but the right way to enjoy Heavy Rain is really to make one thing because it’s going to be your story. It’s going to be unique to you. It’s really the story you decided to write...I think playing it several times is also a way to kill the magic of it.”

David Cage about Heavy Rain in: Gaskill, J. (2009). Quantic Dream's David Cage: Play Heavy Rain Several Times, "Kill The Magic Of It." <http://www.g4tv.com/thefeed/blog/post/698809/quantic-dreams-david-cage-play-heavy-rain-several-times-kill-the-magic-of-it/>

# Music and singularity

- What are you doing in ten years from now?
- Play. I hope that one day I will manage to gather all the threads in this one tone that will knock down all the human beings on Earth. Aarrgghh!!!

Ottar Skagen is interviewing Bugge Wesseltoft, in Jazznytt, nr.1, 1993.

[http://www.wesseltoft.de/press/bugge\\_jazznytt93.pdf](http://www.wesseltoft.de/press/bugge_jazznytt93.pdf)

# Beyond the limits

- Music of one tone
  - simplicity
- Games only played once
  - life
- The aim to get beyond the limits of the medium

# 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

# 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

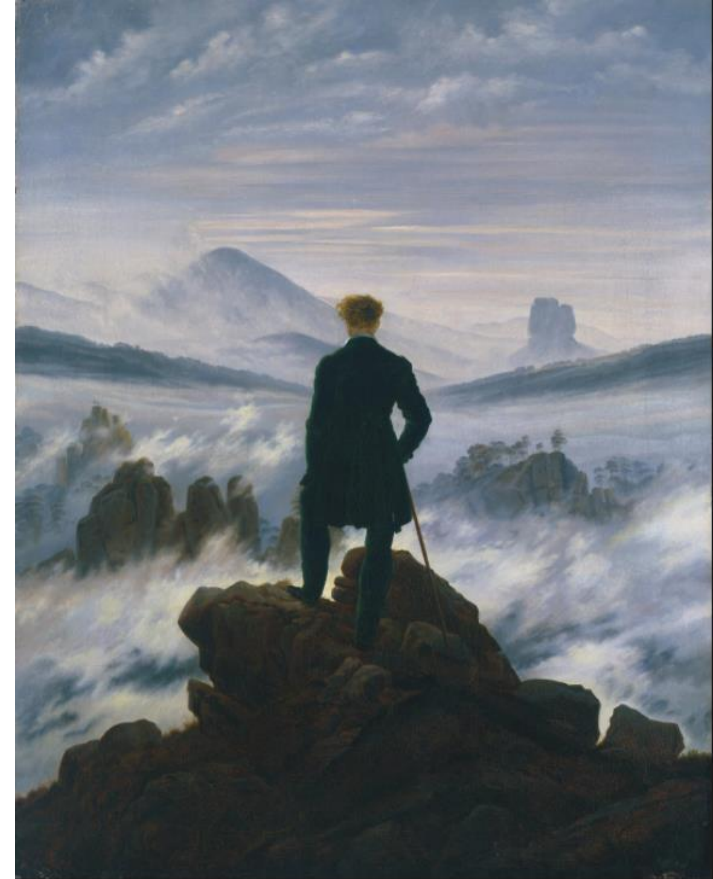
- Before the story is told
  - freedom
- After the story is told
  - locked
- When the walk is walked it is fixed
  - but we can always walk again
  - and tell new stories

# 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?

# Wayfinding as communication

- Being-in-the-landscape
- Finding the way through interaction
- Senses
- Maps
- GPS



# Tools

- Using a pen to write
  - or using your hand
- Fitting tools
  - axes
  - magic wands
- Thinking tools
  - take part in our cognitive processes

# Learning by doing

- Interacting with the world around us
- the people around us
- the computers around us
- the books around us
- the reality around us
- the virtual reality around us
- the stories around us

# Live action role-playing games (LARP)

*Nur ein Spiel:* „Ein Dokumentarfilm über Fantasyrollenspieler.

Das Ziel meiner Dokumentation ist es, die Faszination von Rollenspielen auch Nichtspielern zu erklären.

Anders als im deutschen Fernsehen üblich, wollte ich keine von Sucht oder Amok bedrohten Freaks vorführen, sondern porträtiere "normale" Menschen, die von ihrer Leidenschaft erzählen.“

(Michael Schilhansl)

<https://vimeo.com/16064142>

# LARP

- Playing a role
  - instructions
  - but no text
- Developing a character
- World building
- Relationship to life?
  - cannot replay easily
  - “dead” players must take on new characters