Spatializing Narrative 3: A micro-conference embedded in ARTD 2100 Narrative Basics

Tuesday, February 23, 2021, 1:35 to 5:05 pm (EST)

Department of Art + Design, Northeastern University

Via Zoom, the panel discussion is open to members of the Northeastern University community

Contact d.tames@northeastern.edu for more information

This event frames the challenge of creating a compelling narrative using Augmented Reality (AR) or virtual Reality (VR) technology and examine the role immersive technologies can play in mediating our social construction of reality.

Agenda

Welcome and context (1:35 to 1:45 pm)

Part I: Panel Discussion (1:45 to 3:00 pm)

BREAK (3:00 to 3:20 pm)

Part II: Immersive Narrative Design Workshop (3:20 to 5:05 pm), limited to students enrolled in the class

Follow-up

- A video recording of the event is available to members of the College of Arts, Media and Design, Northeastern University community, for a link to the video contact d.tames@northeastern.edu

- Behnaz Farahi is a designer, creative technologist, and critical maker best known for their designs of interactive wearables and installations

- Samantha's recently VR work:
    - Virtual Virtual Reality – Launch Trailer (YouTube)
    - The Under Presents: Tempest (Trailer, YouTube)

- o   [The Under Presents: The Actors](#) (Behind the scenes video describing the game and showcasing three of the actors, YouTube)
  - o   Follow [@TenderClaws](#) to find out about the live performances of *The Under Presents: Tempest* during weekends in March (or sign up for updates on their site)
- Peter mentioned the book *Einstein's Space and Van Gogh's Sky: Physical Reality and Beyond* by Lawrence L. LeShan and Henry Margenau (Macmillan, 1982), [WorldCat](#), [Amazon](#)
- Samantha's home field has been at various times called "digital literature" or "electronic writing," it was originally a loose series of practices with different genres. . . there were in fact, people known as "code poets" and lots of yelling about if the code was the text or not ... it has very rapidly begun to establish itself as a field of sorts (very broad technologies/approaches-the shared element is a literary sense). This is the primary academic group of 30 people about 15 years ago and is now about 500. Samantha was one of the few undergrads involved at the start; for more information, check out the [Electronic Literature Association](#) and the [Electronic Literature Knowledge Base](#) (much more historical/academic/archiving). Some, like Samantha, who use to be involved in this community have had works more accepted in "games" than traditional publishing and thus have migrated to that field and set of practices over time.
- David mentioned the concept that narrative is one of two modes of thought; this concept is discussed in the classic essay, "Two Modes of Thought" in *Actual Minds, Possible Worlds* by Jerome Bruner (Harvard University Press, 1986), pp. 11-43, [WorldCat](#), [Amazon](#), also recommended is "The Narrative Construction of Reality" by Jerome Bruner (*Critical Inquiry* 18:1, 1991, pp. 1–12), [jstor.org](#)
- Peter mentioned embodied metaphor, the classic work on (and best introduction of) this concept is the book by George Lakoff and Mark Johnson, *Metaphors We Live By* (University of Chicago Press, 2003), [WorldCat](#), [Amazon](#) (First published in 1980, this landmark work changed our understanding of metaphor and outlines Conceptual Metaphor Theory (CMT) that asserts that metaphor is a fundamental mechanism of mind, it structures our most basic understandings of our experience.
- Brenda Laurel's article "[What Is Virtual Reality?](#)" (*Medium*, June 15, 2016) offers a good definition of VR, and she observes that "Of the many uses to which VR may be put, explicit narrative storytelling is one of the least effective. By engaging in an immersive virtual world with various affordances and themes, a participant creates a story, or many stories, by traversals of the world. The author(s) of the world must design cues and affordances that encourage the participant to make dramatically interesting choices."

Speakers

Samantha Gorman

Assistant Professor, Art + Design, Northeastern University

https://camd.northeastern.edu/faculty/samantha-gorman/

Samantha's work combines text, cinema, games, virtual reality, and scholarship about digital media. With Danny Cannizzaro, they founded the game studio Tender Claws, known for *Virtual, Virtual Reality,* and more recently, created *The Under Presents* in partnership with Oculus Studios. Samantha specializes in practice-based research on hybrid, multimodal storytelling, and immersive media.

Peter (Zak) Zakrzewski

Media Scholar-Maker-Designer

https://www.xrxdesign.com/

Peter recently completed a Ph.D. at Ryerson University titled "Designing The XR Medium: Five Rhetorical Perspectives for the Ecology of Human+Computer Networks" that reimagines the contemporary paradigm of human+computer interaction framework as a realm of human+computer immersion design (H+C ID). They are currently authoring a book based on their dissertation research.

David Tamés

Moderator and Organizer, Associate Teaching Professor, Art + Design, Northeastern University

https://camd.northeastern.edu/faculty/david-tames/

David is a documentary media maker working in both linear and immersive forms. They recently completed *Farm and Red Moon,* a feature-length documentary, and is co-creator of *Bird Box,* a multi-participant AR/VR experience that won Best in Art, Media & Entertainment at the 2019 Reality Virtually Hackathon. David is currently a Fellow at the MIT Open Documentary Lab.

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