

SPATIALIZING NARRATIVE 4



Tuesday, February 22, 2022, 1:35 to 5:05 pm (EST)

A micro-conference embedded in ARTD 2100 Narrative Basics and GAME 4155 Designing Imaginary Worlds, Department of Art + Design, College of Arts, Media and Design, Northeastern University

Via Zoom, open to members of the Northeastern University community and the academic communities of the panelists, [registration in advance](#) is required to attend. After registering, you will receive a confirmation email containing information about joining the meeting.

Contact d.tames@northeastern.edu if you have any questions about the event.

Overview

A micro-conference in which we seek to understand how to “read,” “write,” and “interact” with space to tell stories in new ways enabled by emerging technologies. Human experience allows living only one space-contextualized narrative at a time. In a virtual environment, the instinctive choice of a spatial path determines the chronology of events of a story and is therefore of particular importance. It is a dynamic relationship where the space triggers the narrative, and in turn, the narrative triggers a setting in motion.

Schedule

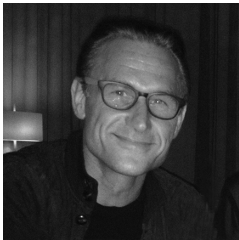
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| 1:35 PM | Welcome by David Tamés and Opening Remarks by Chris Barney |
| 1:51 PM | Celia Pearce, “Spatial Literacy” |
| 2:09 PM | Peter (Zak) Zakrzewski, “XR: Designing Immersive Experiences” |

2:27 PM	Rashin Fahandej, "Immersive Storytelling: Co-Creating Ecosystems of Care Towards Systemic Change"
2:45 PM	Mathieu Pradat, "Narrative Spaces"
3:01 PM	Break
3:21 PM	Networking Breakouts: 1: Spatial Literacy; 2: Designing Immersive Experiences; 3: Co-Creating Ecosystems; 4: Narrative/Emotion/Space
4:00 PM	Roundtable Discussion, Moderated by David Tamés
4:57 PM	Closing Remarks by Chris Barney

Speakers



Celia Pearce is a game designer, artist, curator, author, and Professor of Games at Northeastern University. Her books include [*IndieCade: A History—The interdependence of independents*](#) (2020) and [*Communities of Play: Emergent cultures in multiplayer games and virtual worlds*](#) (2009). Before entering academia, she worked in the theme park industry, where she learned the craft of spatial storytelling. Her recent creative and scholarly work applies her theme park and online game knowledge to playable theatre.



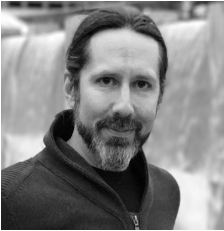
Peter (Zak) Zakrzewski is a design strategist, researcher, and design and innovation coach who advocates applying transformative design thinking and participatory design methods to creating media, experiences, and social change. He is an Assistant Professor of Journalism, Communication, and New Media at Thompson Rivers University, Canada, and the author of [*Designing XR: A Rhetorical Design Perspective for the Ecology of Human+Computer Systems*](#) (2022).



Mathieu Pradat is an author, director, and architect who focuses on the growing interaction between virtual and real worlds as territories that convey new forms of narratives and emotions. His VR experiences and films ([*The Roaming*](#), [*Proxima*](#)) have won awards at several festivals. His work [*Encounters*](#) was created publicly, a sensory journey through space and time. Mathieu is starting a Ph.D. thesis at the University Paul Valéry Montpellier, France, investigating what characterizes narrative spaces in virtual reality, and is currently an MIT Open Documentary Lab fellow.



[Rashin Fahandeh](#) is an immersive storyteller and Assistant Professor at Emerson College whose projects center on marginalized voices and the role of media, technology, and public collaboration in generating social change. Her co-creative project, *A Father's Lullaby*, highlights the role of men in raising children and their absence due to racial disparities in the criminal justice system. She is the recipient of many awards, including the [Prix Ars Electronica Award](#) of Distinction and [Foster Prize](#) at the Institute of Contemporary Art, Boston.



Christopher Barney obtained undergraduate and graduate game design degrees in the days before such things were widely available. For six years, he contributed his game design and programming skills to Pearson's web-based MMO, Poptropica. While [teaching at Northeastern](#) for the last five years, he researched and published the [Pattern Language for Game Design](#) (2020) textbook and the accompanying Pattern Library website.



David Tamés is a documentary media maker working in both traditional and immersive media forms. He recently completed [bookartbookshop](#), a micro-documentary, and [Farm and Red Moon](#), a feature-length documentary. David is a co-creator of [Birdbox](#), a multi-participant AR/VR painting experience created at the 2019 MIT Reality Virtually Hackathon. He is an Associate Teaching Professor at Northeastern University and an MIT Open Documentary Lab fellow.

Title background image by [Shubham Dhage](#)