

# Long Distance Stories

## Gamifying Co-operative Interactions

Deklin Versace

# Interactive Storytelling

# Interactive Storytelling

## - AI + Player

- Single player video games
- Choose your own adventures



# Interactive Storytelling

## - AI + Player

- Single player video games
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## - Player + Player

- Dungeons and Dragons
- Improvisation exercises
- Forum games





# AI + Player

## Single Player Videogames

Usually involves a player making decisions on how a goal is reached in a particular story, with one final goal being the eventual ending.



### ***The Legend of Zelda: Breath of the Wild***

*Offers a single player experience that allows the player to tackle the final outcome; defeating one boss in the center of the game; in a number of ways based on branching paths and challenges that prepare the player to circle back to the boss to complete the game at their own pace.*





# AI + Player

## Choose Your Own Adventure

Instead of an AI choosing your path, a predetermined set of sequences can play out based on the player's choices. There are many end states and the goal is to play for a specific one ending.

### **Goosebumps: Reader Beware, You Choose the Scare**

**(Left):** This idea is often shown in books, with the user having to manually swap between pages to advance their game.

**Bear Grylls Survival Challenge (Right):** The idea has more recently been adapted to film, trying to find a way to make this choosing concept fit seamlessly into film, without a lengthy choosing process.





# Player + Player

## Dungeons and Dragons

Perhaps the most classical iterations of player influenced stories. One player fits the role of a dungeon master, guiding the **events** in the story, and one player controls the **actions**.

**Events and Actions:** *Is especially a big deal in player + player styles of influenced storytelling, and is the main exploration of the storyboards you will see later.*





# Player + Player

## Improvisation exercises

Many team building, or improvisation exercises use the idea of building stories through two or more players building off one another's proposed actions and events to build something collaborative.

**Story Dice:** *Players roll dice to determine an event to inscribe into a story, going through the players trying to fit in each new element.*

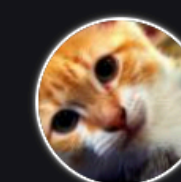


# Player + Player

## Forum Games

Forum games are the most remote version of player + player interactive storytelling. One player again controls events, but instead all players who control actions work together to rally for actions, and the event controller chooses what happens.

**Depth:** *A Choose your own adventure forum game that had players come together to control one avatar. The story would progress whenever the creator, (/u Rathlord) would respond to the discussion of the players.*



### DEPTH - CHOOSE YOUR OWN ADVENTURE!

By Rathlord, September 21, 2016 in Forum Games & Activities

[choose your own adventure](#)

[cyoa](#)

[depth](#)

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**Rathlord**

HelpCat is Halpcating



Posted September 21, 2016





# Interactive Storytelling

## Implications in Remote:

Interactive storytelling feels the most social when done deliberately with another player, but feels the most rewarding when the outcome is easily recognizable and the solutions are clever. The “game” method to storytelling often leaves the biggest impression.



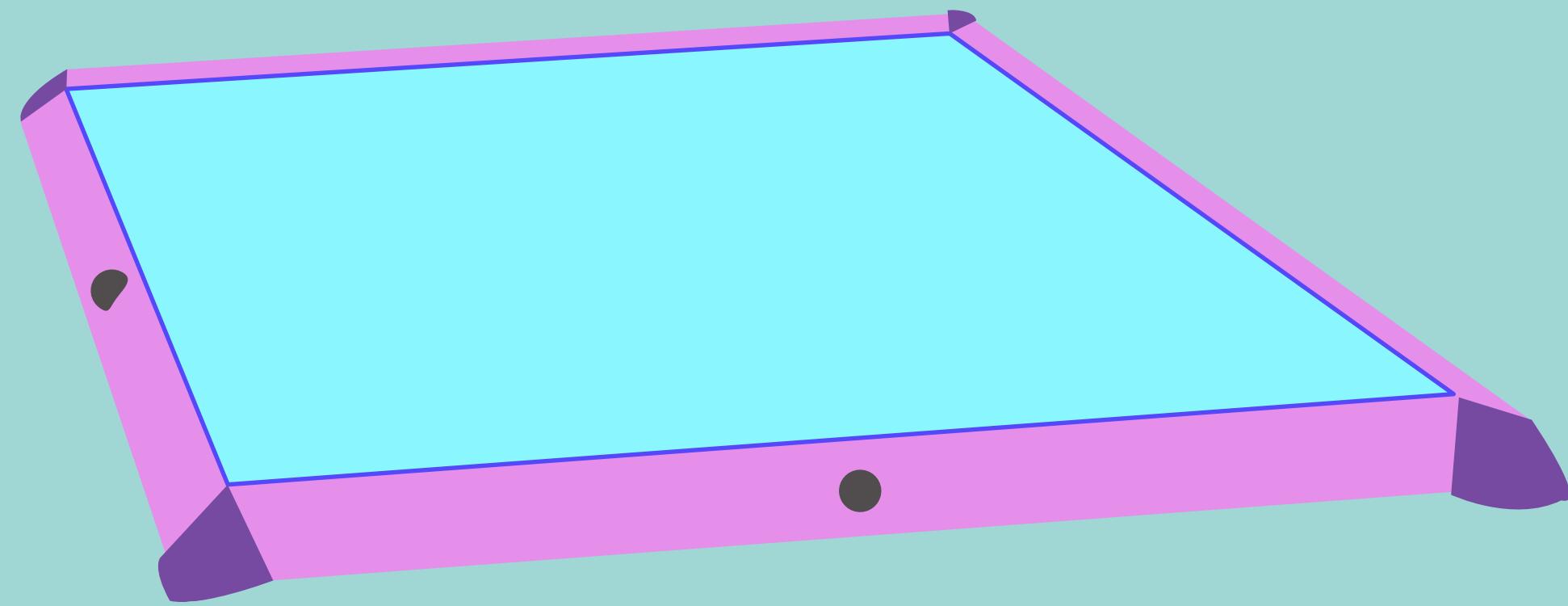
# Interactive Storytelling

## Implications in Remote:

- Personality
- Visuality
- Inventive Limitation



# Interactive Storytelling

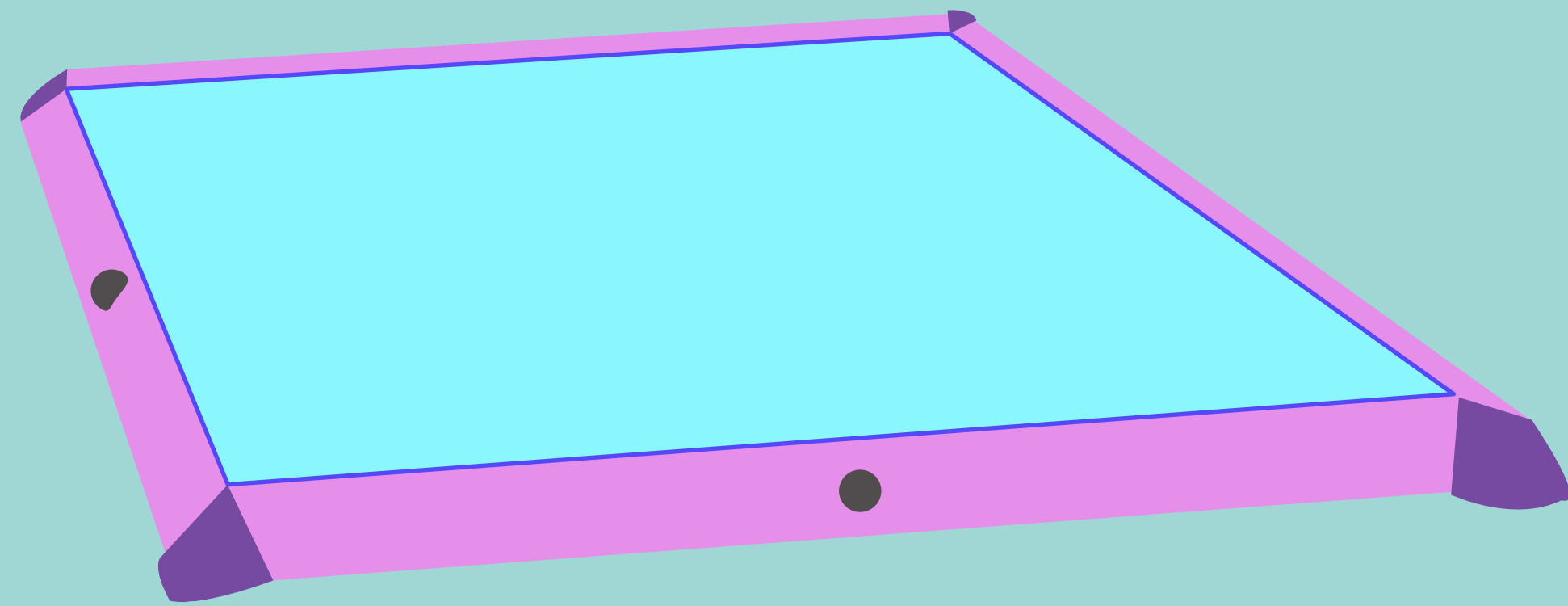


The interaction is a 3d projected storytelling software using volumetric projection to project 2d designed spaces into 3d, for the purpose of storytelling





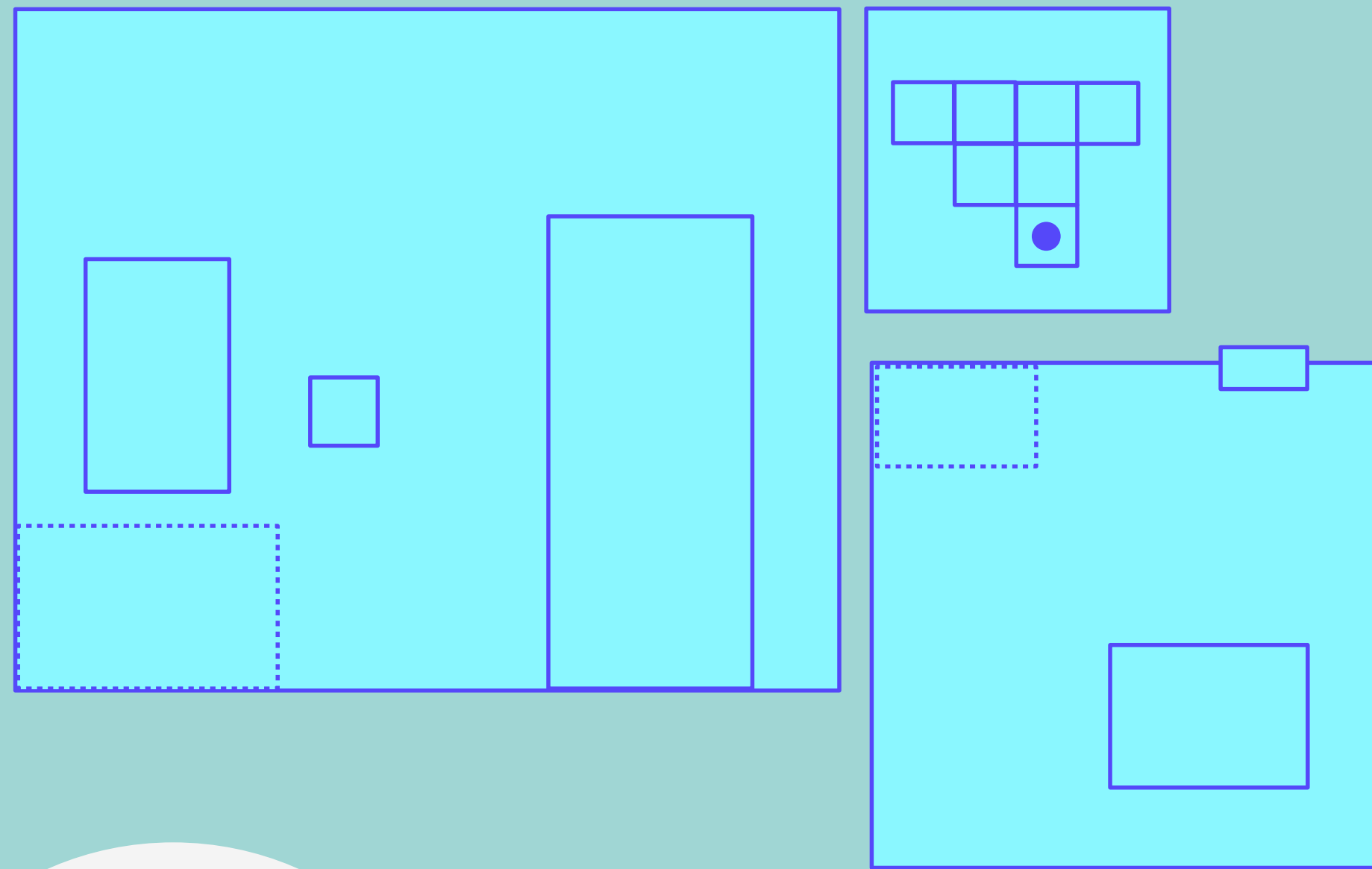
# Interactive Storytelling



The interaction includes one projection base and a program usable on a computer or iPad. The program includes a base to position 3d structures and design spaces to appear on the base.



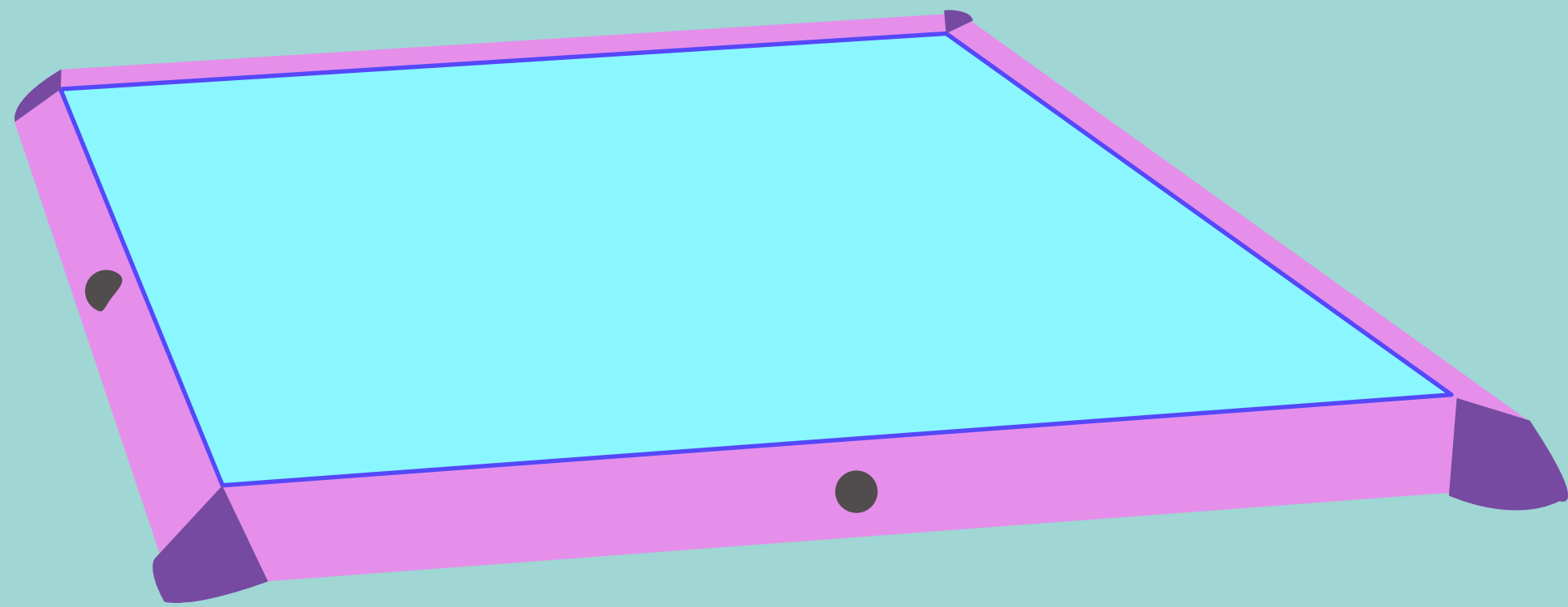
# Interactive Storytelling



The program shows a top down and elevation view of the room, allowing the object to be seen at multiple angles before placement, as well as showing its intersection with other objects on the floor.



# Interactive Storytelling

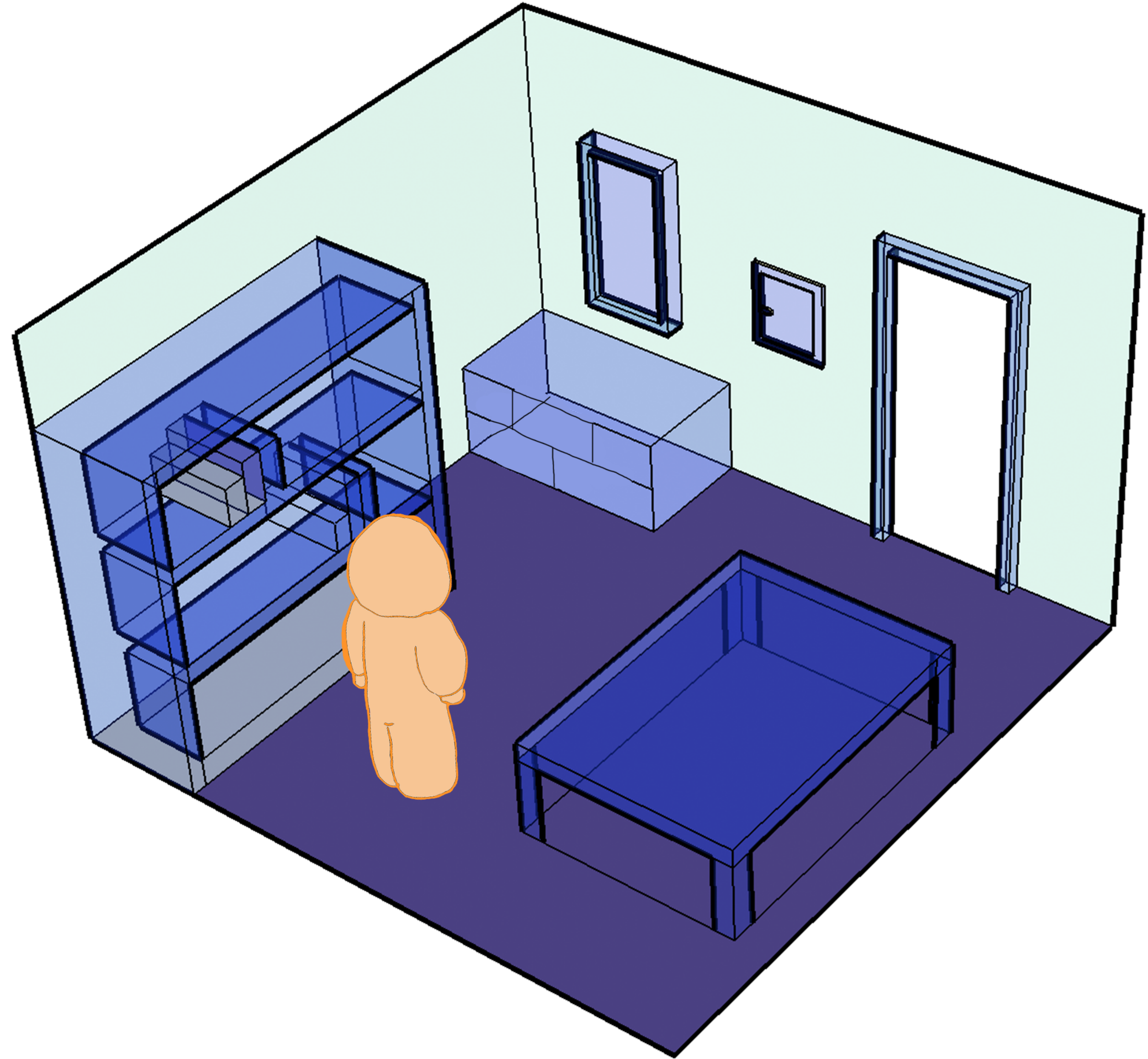


On the projector, walls can be brought up and down using buttons on the base.



# Usage

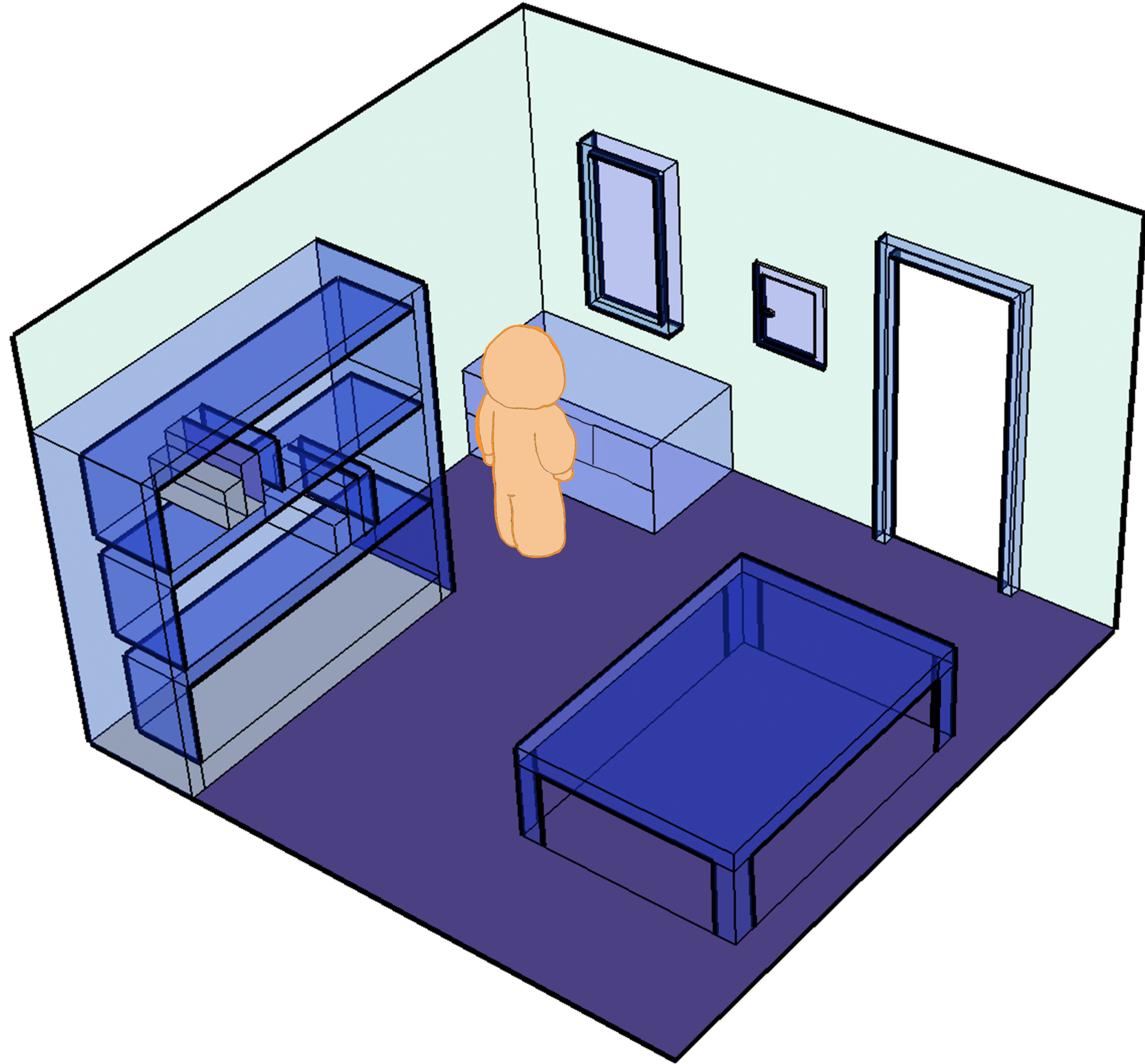
The player can interact by using their phone to position the orange pieces (defined as playable pieces) and returns their movement to the programmer, with an optional move description.





# Usage

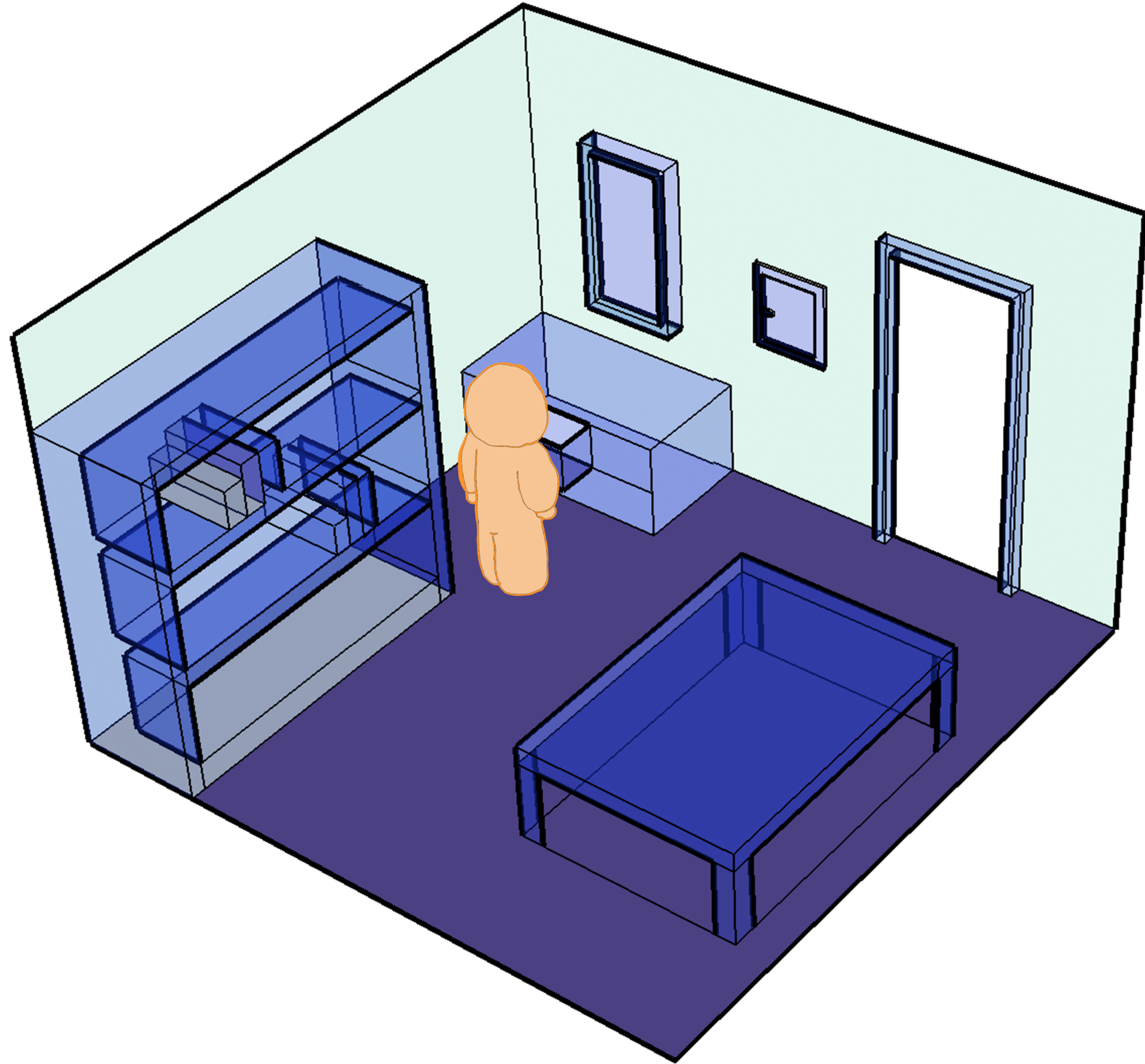
The players moved piece offers the ability for the programmer to relay brief messages to the player, but the emphasis of the state change of the room is mostly visual.





# Usage

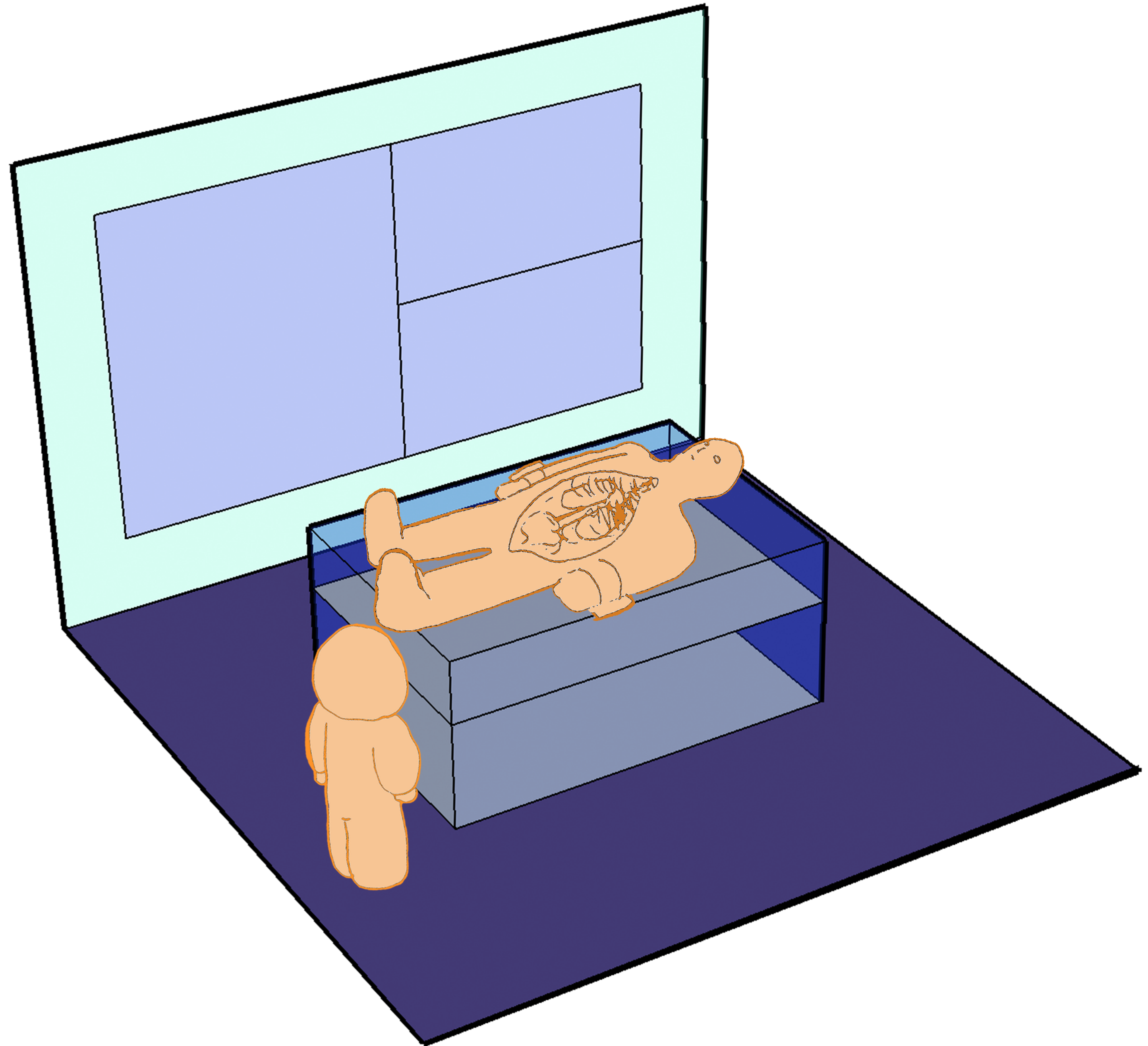
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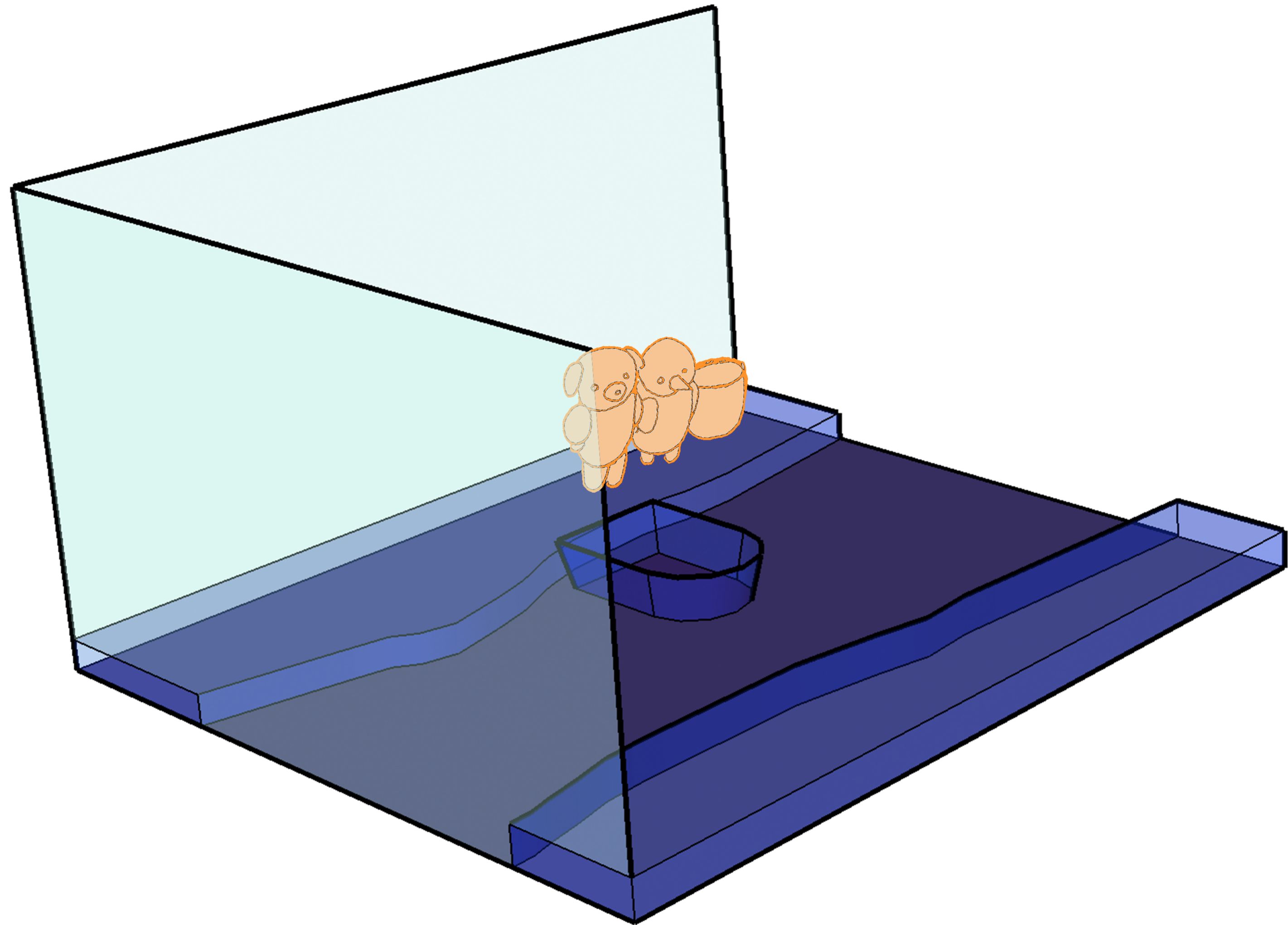
# Usage

While models are simple, models can be created and imported from any 3d software, allowing for uses like more realistic diagrams. In addition, images can be projected onto surfaces using the same projection.



# Usage

Multiple player objects can be used, making the system useful for education or logic puzzle design.





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