A RESEARCH FRAMEWORK FOR ENGINEERING **LOCATION-BASED POETICS**

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Types of Location-Based Narrative

Treasure Hunts

Linear narratives where the user explores and finds a serial route to a conclusion.

Jigsaw Puzzles

Open narratives where the user can visit all nodes in any order, but requires visiting all nodes to fully understand the narrative.

Dominoes

Multiple linear narratives linked together by common factors.

Scrabble

Open narratives where all nodes are available and the user visits sufficient nodes to make sense of the collecting story.

Collecting Butterflies

Open narratives where all nodes are available but also entirely optional, user picks and chooses which nodes to collect based on interest.

J. Kjeldskov and J. Paay. Augmenting the city with fiction: fictional requirements for mobile guides. Mobile Interaction with the Real World, pages 41–45, 2007

Our Structural Types

Canyons

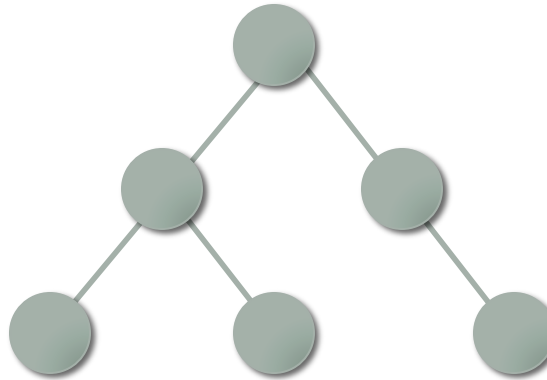*A linear narrative represented as a sequence of nodes accessed in a predefined order.*

Treasure Hunts   Dominoes

Deltas

A start node that repeatedly branches to multiple other optional nodes accessed based on user choices.

Plains

A collection of nodes that are all accessible and can be accessed in any order

Jigsaw Puzzles   Collecting Butterflies   Scrabble

Sculptural Hypertext

Node 1	Node 2	Node 3	Node 4
Prerequisites: none	Prerequisites: A	Prerequisites: B	Prerequisites: B
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-----------------	-----------------	-----------------	-----------------
-----------------	-----------------	-----------------	-----------------
Behavior: A	Behavior: B	Behavior: -B, C	Behavior: D

Node 5	Node 6	Node 7	Node 8
Prerequisites: C	Prerequisites: C	Prerequisites: D	Prerequisites: E
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-----------------	-----------------	-----------------	-----------------
-----------------	-----------------	-----------------	-----------------
-----------------	-----------------	-----------------	-----------------
Behavior: D	Behavior: E	Behavior: E	Behavior: none

Sculptural Hypertext

Node 1

Prerequisites: none

Behavior: A

x

Node 2

Prerequisites: A

Behavior: B

Node 3

Prerequisites: B

Behavior: -B, C

Node 4

Prerequisites: B

Behavior: D

Node 5

Prerequisites: C

Behavior: D

Node 6

Prerequisites: C

Behavior: E

Node 7

Prerequisites: D

Behavior: E

Node 8

Prerequisites: E

Behavior: none

Sculptural Hypertext - A

Node 1	Node 2	Node 3	Node 4
Prerequisites: none	Prerequisites: A	Prerequisites: B	Prerequisites: B
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Behavior: A	Behavior: B	Behavior: -B, C	Behavior: D

Node 5	Node 6	Node 7	Node 8
Prerequisites: C	Prerequisites: C	Prerequisites: D	Prerequisites: E
Behavior: D	Behavior: E	Behavior: E	Behavior: none

Sculptural Hypertext – A, B

Node 1	Node 2	Node 3	Node 4
Prerequisites: none	Prerequisites: A	Prerequisites: B	Prerequisites: B
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-----------------	-----------------	-----------------	-----------------
Behavior: A	Behavior: B	x Behavior: -B, C	Behavior: D

Node 5	Node 6	Node 7	Node 8
Prerequisites: C	Prerequisites: C	Prerequisites: D	Prerequisites: E
Behavior: D	Behavior: E	Behavior: E	Behavior: none

Sculptural Hypertext – A, C

Node 1	Node 2	Node 3	Node 4
Prerequisites: none	Prerequisites: A	Prerequisites: B	Prerequisites: B
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Behavior: A	Behavior: B	Behavior: -B, C	Behavior: D

Node 5	Node 6	Node 7	Node 8
Prerequisites: C	Prerequisites: C	Prerequisites: D	Prerequisites: E
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Behavior: D	Behavior: E	Behavior: E	Behavior: none

x

Sculptural Hypertext – A, C, E

Node 1	Node 2	Node 3	Node 4
Prerequisites: none	Prerequisites: A	Prerequisites: B	Prerequisites: B
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-----------------	-----------------	-----------------	-----------------
-----------------	-----------------	-----------------	-----------------
-----------------	-----------------		
Behavior: A	Behavior: B	Behavior: -B, C	Behavior: D

Node 5	Node 6	Node 7	Node 8
Prerequisites: C	Prerequisites: C	Prerequisites: D	Prerequisites: E
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-----------------	-----------------	-----------------	-----------------
-----------------	-----------------	-----------------	-----------------
Behavior: D	Behavior: E	Behavior: E	Behavior: none

A Sculptural Model lacks the **High Level Elements** to help authors

- Authors do not think in Nodes, Prerequisites and Behaviours

- We suggested a number of higher level constructs that could help:

  - Chapters and Transitions
  - Timers
  - Stacks (a simple sequence)
  - Locations!

- **But are these the right high level elements**

What does **Right** mean?

- High level structures should support high level authorial actions

- They should reinforce the typical ways in which authors wish to express themselves in location-based stories

But

- We don't know what these are
- We are lacking a **poetics** of location-based storytelling

A theoretical understanding of the form, and how authors use the form to express themselves

Can you Engineer Poetics?

- **StoryPlaces** Project

    - Aims to explore the poetics of location-based stories

    - Through **co-design** of multiple location-based stories

    - And feedback loop from authoring to engineering to authoring

StoryProject 1

Development

Focused Co-design

Fieldwork

Evaluation

StoryProject 2

Development

Focused Co-design

Fieldwork

Evaluation

StoryProject 3

Development

Focused Co-design

Fieldwork

Evaluation

Synthesis
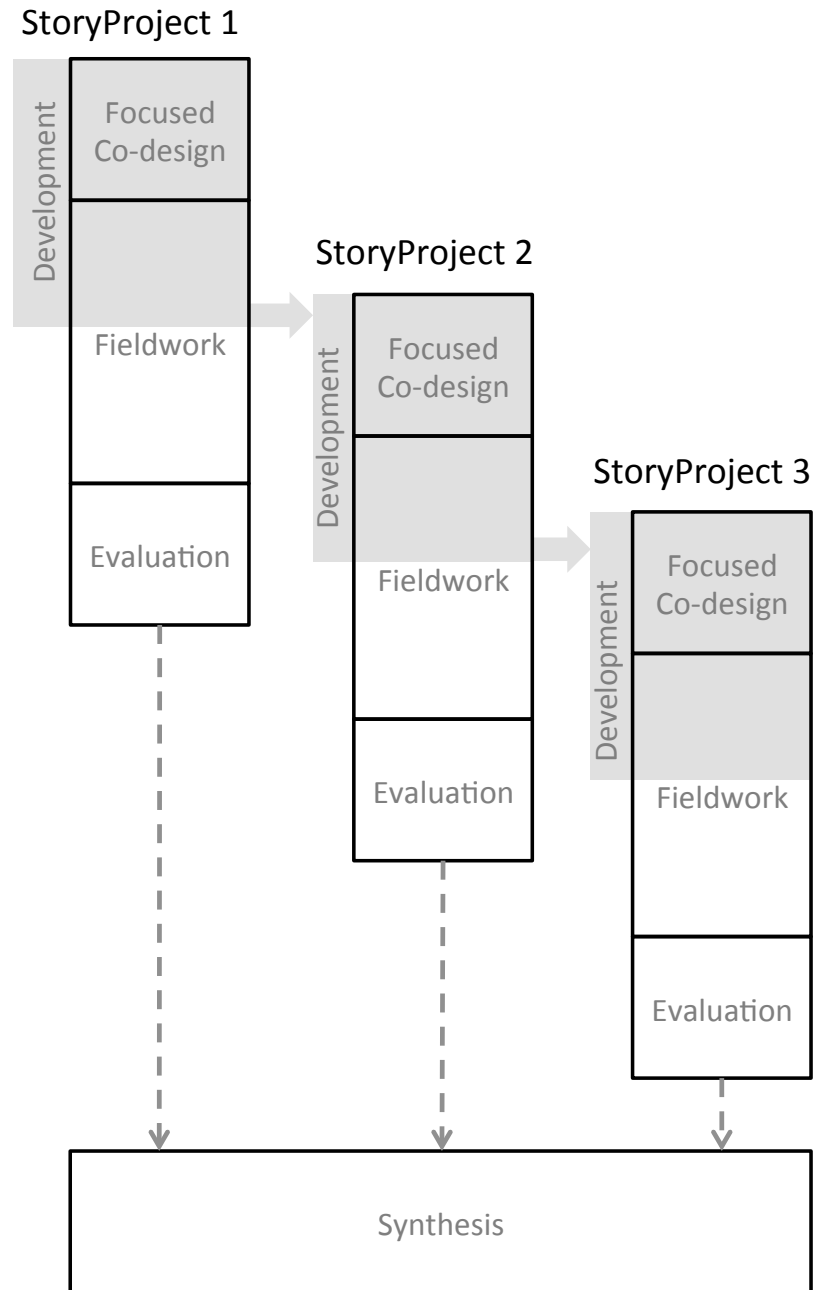
How to make that feedback work?

- **Co-design activities**
  - Brainstorming
  - Physical prototyping
  - Rapid software prototyping

- **Evaluation**
  - UX techniques (e.g. vox pops, experience deconstruction)
  - Critical analysis of stories
  - Author interviews
  - Reader focus groups
  - Repertory Grids

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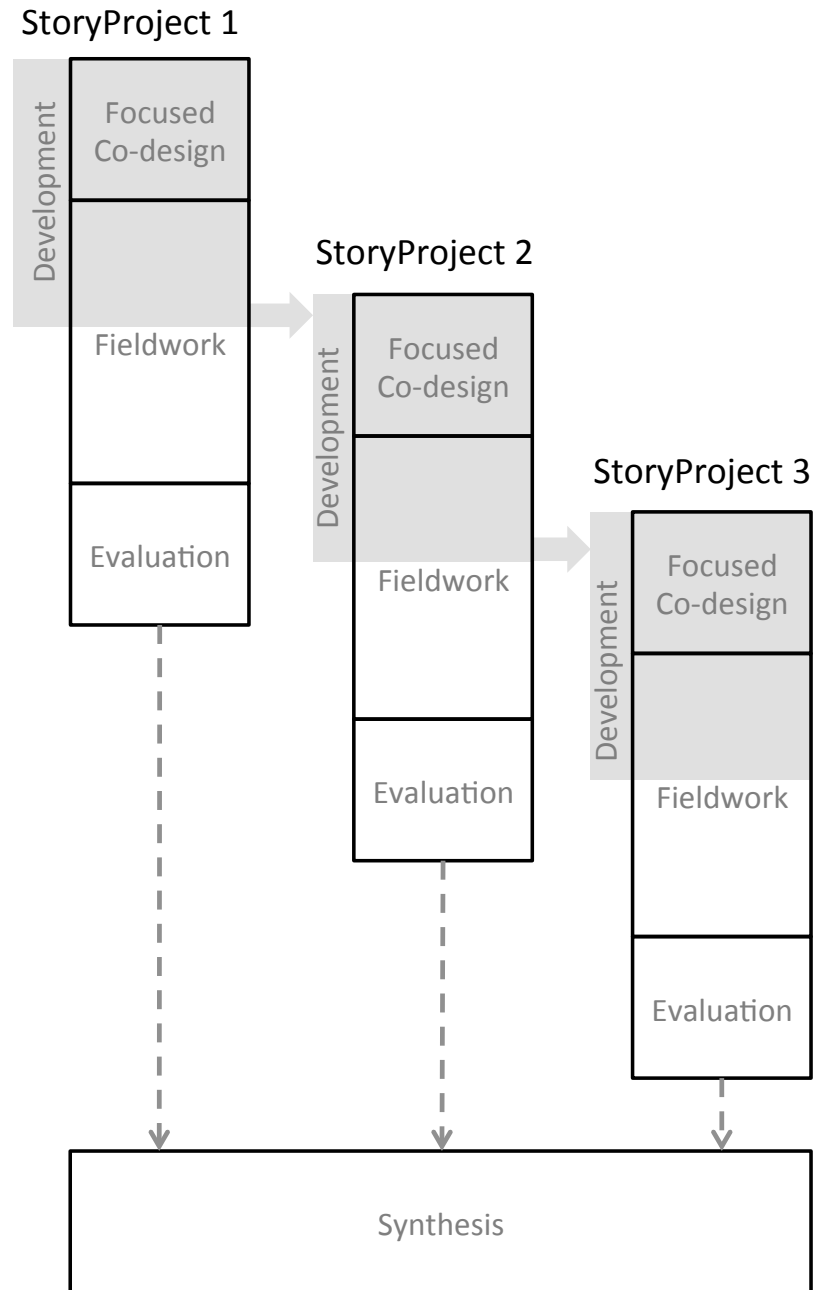
Our Research Goals

1) *What are the poetics of location-based storytelling?*

2) *How can these poetics be reinforced/encouraged through software?*

3) *What are the processes/practices that enable critical theory to inform software design and engineering?*

Thank You!