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GitHub (<https://github.com/XYLau/WhoDiesNext>)

# index.html

A digital humanities archive of characters, relationships and deaths offering comparisons across adaptations of original works.

Try Me!

Learn More

# definitions.html

What is “Who Dies Next”:

This digital archive is about documenting characters, their relationships and deaths, in the form of a network map. Comparisons using the network maps are available across the various adaptations of the original. The fundamental idea behind this archive is to provide cross-platform comparisons of adaptations to their original.

Relationship Definitions:

These are the definitions to establish an instance of a relationship, also known as an “interaction” between two characters, A and B.

* An interaction is measured by a single verbal conversation directed from A to B, of which B can either be a person or a group of people. For example, if A speaks to B and C, A->B=1 and A->C=1.
* In written text, each valid dialogue, in accordance to the rules above, denoted by a pair of apostrophes counts as 1. For example, “something”, said A to B. “something again”, counts as 2 instances, meaning A->B=2.
* In the case of a group of people, the interaction would be measured across all others of the group who are still present at the point of verbalisation. For example, if the above conversation occurs and B replies A but C has already left this group, we will only record the second interaction as B->A=1
* As the word conversation implies that it is two-way communication, speeches are not recognised as a form of interaction, since there is no specific recipient. Similarly, battle cries are excluded from the measure for the same reason as well.

Classifications:

In this archive, colour is used as a visual tool to aid visualization of specific classifications or groups. As these are specific to each project, more information about these are documented at the start of each project.

# projects.html

These are the projects currently undertaken.

* Game of Thrones

Future Expansions include:

* Harry Potter
* Divergent
* Lord of the Rings

# got.html

In this project, we measure relationships between the characters based on the Definitions defined. In the network map provided, the following colours are used to represent the Houses (based on the primary colour from their coat of arms) and the dead:

1. Dead characters (White)
2. Sworn Brothers of the Night’s Watch (Black)
3. House of Stark (Grey)
4. House of Lannister (Red)
5. House of Baratheon (Yellow)
6. House of Targaryen (Maroon)
7. House of Arynn (Cyan)
8. House of Martell (Orange)
9. House of Tyrell (Green)
10. House of Tully (Navy)
11. Minor or Unknown houses (Brown)

The colour indicator of a character follows the following level of priority given below, ordered by descending order.

* Dead
* Night’s Watch, if sworn into service
* Husband’s House, if character is female and married but not divorced or widowed
* Blood-related House (including base-born)

This project is currently ongoing. The colours and relationship values are as of Page ?? of the book by George R. R. Martin and Season 1 Episode 1 from the TV series of the same name, broadcasted by HBO.

Game of Thrones (Book) by George R. R. Martin

? Insert Gephi here?

Game of Thrones (TV Series) broadcasted by HBO

? Insert Gephi here?

Analysis

? Insert mathematical analysis here?

# resources.html

Technology

Twitter Bootstrap: <http://getbootstrap.com/>

Gephi: <https://gephi.org/>

Gephi to JS library: ??

Project Resources: Game of Thrones

Ebook obtained from:

Screenplay obtained from:

# reflections.html

? Insert reflections here?

* How this tool helps us understand this cultural object?
* Read academic articles about this particular object to get a sense of how humanities scholars have traditionally discussed it

My pointers:

* Literary adaptations are common enough.
* Applying network
* “Complex web of character dynamics”

Reflection

**Introduction**

Originally conceptualised as a tool to capture the complicated relationships across the numerous characters in the book series, Game of Thrones(GOT) by George R. R. Martin, the idea expanded further to evaluate the differences between the popular TV series and the books.

Character networks depicting familial relationship across the plotline of a TV series and books alike are often available, especially so for a popular series like GOT [1]. While a vast majority of these networks are usually entwined within the plot, we are interested to compare between adaptations of an object using based not only on the character network but also the measuring the relational closeness between characters from dialogue occurrences.

Who Dies Next is a digital archive that would allow researchers interested in comparing network maps created from both literary adaptations and the original work. The fundamental idea behind this archive is to provide cross-platform network map comparisons of adaptations to their original.

**Relevance to humanities**

This tool would be useful in allowing researchers to evaluate literary adaptations from another angle. With this tool, they can now look into comparing intricate details of the character-relationship network to other factors, such as network structure to the author’s writing style, genre, adaptation medium among many others.

The key benefit of using network maps as a visualisation tool is the ability to manipulate and analyse data through quantifiable means of network analysis and graph theory, shedding more light onto the structure behind the characters, intricately weaved by the author.

Traditionally, comparisons against literary adaptations were often done through literary analysis, which are based on theoretical questions and critical analysis on how the literary fiction is received and analysed but also how it is written [2]. Presently, researchers are exploring cross-disciplinary areas such as network analysis, to aid the study of literature to analyse works further [3].

**Similar Projects**

A similar research project, Network of Thrones, on the same object studied in Who Dies Next, Game of Thrones, was created by mathematicians from Macalester College, which uses network science to understand more about the characters and determine the main character from the third book of the series [1]. The key difference between this project and the one initiated was the premise and measurement of computation.

In this project, the measurement of computation was defined to be based off specific dialogue occurrences, whereas the measurement of interaction used was by name-mentions within 15 words of one another.

The method used in Network of Thrones to measure interaction can be implemented by running a script through the original text to obtain the weight of the edges while using the characters as nodes. However, in Who Dies Next, the speaker and the recipients of dialogue needs to be identified for each occurrence, which is highly dependent on the writer’s style. While this process can be automated using scripts for original texts, the accuracy of the data collected will be undermined, especially so for GOT because characters are rarely named in conversations and participants of group conversations tend to leave midway through the conversation, between adjacent speech dialogues. As such, the measurements for GOT in Who Dies Next were computed by hand.

A parser script can be used to automate such measurements for screenplays of the TV series. However, this would need to be flexible in calibrating to the different ways in which a script is written.

**Future Expansions**

In future releases of Who Dies Next, I would be expanding the collection of works and specific features that would provide more information for users to analyse the works supported in the site. These include a page-viewer embedded with the network maps to provided realistic map-drawing as the written text progresses. The same can be done for video sources by tagging the maps at specific parts of the video.

With the growing capabilities of machine learning in artificial intelligence, I hope that this tool would be able to reach the stage where the user can upload a piece of text or video and the relevant network maps would be run-time generated. Computationally intensive and highly dependent on OCRs, voice and facial recognition, it is unlikely that Who Dies Next would be able to support this within the next 5 years, but I remain hopeful that this is the future that Who Dies Next would be working towards.

References

[1] A. Beveridge and J. Shan, "Network of Thrones," Math Horizons Magazine , Vol. 23, No. 4 (2016), pp. 18-22

<https://www.macalester.edu/~abeverid/thrones.html>

[2] Snyder M. H., “Analyzing Literature-to-Film Adaptations: A Novelist's Exploration and Guide”,

[3] Y. Rochat, “Character network analysis of Émile Zola’s Les Rougon-Macquart”, Digital Humanities 2015, EPFL-CONF-210573 (2015)

<https://infoscience.epfl.ch/record/210573/files/dh2015_infoscience.pdf>