

For my project I created a mock terminal system designed to give readers an interactive narrative. In creating this I utilized HTML, CSS, and Javascript in order to get the best image I could get. The main thing that I was unable to fully accomplish would be simply any visual distortions or style that might further immerse the viewer. Despite this, however, I have created a really good proof of concept for the type of story that can be told with this format, as well as a rich narrative for readers to investigate themselves. The narrative itself is not something that holds the viewer's hand, but instead lays multiple disconnected bits of information and challenges the viewer to connect them.

In order to access the narrative, the only thing you need to do is simply open the HTML file titled "openfolder.html". Doing so will bring you to a blank page with the words "Open Folder? (y/n)". There is code that will detect what you type in the allotted space, closing the page when the letter "n" is typed, asking you to try again when anything else is typed in, and continuing the narrative when "y" is entered. After which a fake simulated loading process is run where after a few seconds hyperlinks are created. The user can now select these hyperlinks to explore other pages and learn a bit about the central narrative. These bits of information are marked as "evidence". The idea behind it being that someone is investigating what is happening and collecting evidence on such. You, as the viewer, are not the detective/investigator, but instead someone who has just stumbled upon this information and must do your best to create the threats between facts. Once the user gets to the last hyperlink titled "Cerberus Prototype," the user is brought to a heavily redacted page. The only word that isn't redacted is "entangled." Upon using the word entangled as an additional command in the console, the user is given one additional hyperlink. This link is the previous page but without its redactions. At this point some of the secrets presented by the previous links are answered.

The main reason this has a connection to digital media is simply the means and style in which you access the story. The page itself is designed to be a terminal and function like so, even if the functions of which are limited only to delivering the narrative. In order to access the narrative the way it is intended to be done so, you must engage with it in the digital era, as nothing else would capture the level of interactivity or immersion you would otherwise get.

Some ways I would want to expand on this project would simply be to create more and to use more of what the digital medium allows me to use. For instance, I had ideas of using sound files and actual recordings to give more than just text to deliver its story. There were also some visual ideas that were just outside of scope for my abilities and knowledge with coding. Some images as well could have done more to add additional immersion to the project. Instead I wanted to focus primarily on functionality and content, as that would be the most important step regarding the overall project.

I personally believe that this is one of my favorite projects I have worked on. Simply because it is exactly the kind of stuff I want to do with my writing. More than just creating worlds to hear about, I want viewers to become a crucial step in the telling of the story. A story out there exists, but it's the interaction with the story that solidifies connection. For instance, in a standard narrative you might have a detective explain the reason "person x" murdered "person y," and maybe if you're clever enough you can piece it together alongside the star cast. But even if you don't the big detective will do his big reveal and "person x" gets thrown in jail. In interactive narratives, I want the audience to be the reason that that arrest is made. For the reader to feel a sense of discovery themselves, rather than living vicariously through a character. I think, overall, that this project accomplishes that.