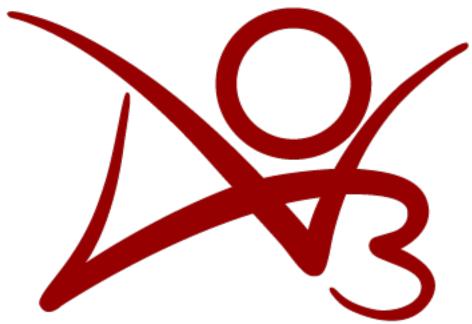


what participants said!



fan productivity and world building













fan productivity and world building

creating and engaging with fan produced work offered more re-entry points into transmedia worlds

returning to transmedia worlds deepened PSRs; engages with fan produced work was an imperative for some participants



what participants said!



- 1. the importance of knowing
- 2. stuff, objects, and artefacts
- 3. variations in character representation
- 4. fiction, reality, and fictional reality
- 5. fan productivity and world building



fan productivity and world building



