

# Storymaker World Feedback Form

Showing 8 of 8 responses

Showing **all** responses

Showing **all** questions

Response rate: 8%

## 1 How did you find the website's navigation? Was the overall flow easy to follow?

| Showing all 8 responses  |                         |
|--|-------------------------|
| Test   | 950980-950962-101196946 |
| Yes! I found it very easy to navigate on a laptop with a mouse and keyboard. The large chapter headings helped me a lot to understand the flow.  | 950980-950962-101198327 |
| I was using Firefox on my PC laptop. I used the scroll wheel on my mouse and found that it often jumped up and down when I didn't want it to, and had to scroll back to get it to the right place. But the overall flow of the website was easy to understand in terms of the chapters and distinct sections of the exhibit. | 950980-950962-101197092 |
| It was pretty intuitive and easy to navigate.  | 950980-950962-101219181 |
| It would be easier to get to the other sections of the website from the journey page if there were links at the top or bottom to get back to the home page.  | 950980-950962-101222142 |
| Very straightforward, the flow was easy to follow  | 950980-950962-101246625 |
| Friend   | 950980-950962-101247988 |
| Yes.   | 950980-950962-101499969 |

## 2 How did you find the Journey Page navigation?

| Showing all 8 responses  |                         |
|--|-------------------------|
| Test   | 950980-950962-101196946 |
| Easy to use and follow   | 950980-950962-101198327 |
| Answered above.  | 950980-950962-101197092 |
| Easy to follow but not without the occasional bug. The game distracted me for a while so by the time I'd reached the AR illustrations I had forgotten about the app I was meant to download. | 950980-950962-101219181 |
| Easy enough, but the swiping was difficult in Chapter 1 and might benefit from the addition of a button to click which side you want to put the card in.                                     | 950980-950962-101222142 |
| Easy and instinctual, but I did have to scroll up to double check which images require the AR app.   | 950980-950962-101246625 |
| Well designed  | 950980-950962-101247988 |
| Scrolling messed with me but that might be the fault of my own laptop.   | 950980-950962-101499969 |

### 3 Are there any problems of bugs you have found?

| Showing all 8 responses  |                         |
|--|-------------------------|
| Test   | 950980-950962-101196946 |
| <p>In the game component some of the cards' text was cut off for longer text.</p> <p>The references section at the bottom just showed [references] and what I assumed was a link to the Sketchbook at the very bottom did not work.</p> <p>I also noticed a few minor typos but it did not affect my overall experience.</p> | 950980-950962-101198327 |
| None other than I found the scrolling a little hard to use.  | 950980-950962-101197092 |
| You could not scroll down the journey or use the arrow navigation on the keyboard which made it a bit tricky to navigate. It worked eventually but it was pretty jerky. Chapter 3 also starts before Chapter 2 is over which makes the initial text messy looking.   | 950980-950962-101219181 |
| In the game, some of the text on the cards is wider than the cards, making it hard to read. Maybe wrap text more than a certain amount of characters?  | 950980-950962-101222142 |
| no   | 950980-950962-101246625 |
| No   | 950980-950962-101247988 |
| No.  | 950980-950962-101499969 |

- 4 What is your impression of the overarching narrative and themes of Storymaker World? Can you summarise it in a few words?

| Showing all 8 responses   |   |
|---|---|
| Test  | <a href="#">950980-950962-101196946</a> |
| A subversion of the colonial image of africa implanted in western minds by the media of the past. The way the railway images felt very much like parts of the landscape and culture rather than exoticised or exploitative supported the subversive themes i picked up on.                                      | <a href="#">950980-950962-101198327</a> |
| Showing the colonial narratve of Africa from the perspective of natives rather than from colonials, and highlighting that the atrocities and damage done to the culture and individuals carry through into people living there today.   | <a href="#">950980-950962-101197092</a> |
| It was a fascinating project using Conrad's Heart of Darkness as the starting point to explore African history and its futures through a transmedia lens.   | <a href="#">950980-950962-101219181</a> |
| It felt like the game part was very separate from the more narrative pieces and I wasn't sure how they all connected.   | <a href="#">950980-950962-101222142</a> |
| To me, the overarching narrative seems to be about an outsiders perspective on colonialisms impact on Africa and imagining how the continent and the culture would look had it's people and lands not been horribly subjugated and looted, not coming from a place of condescension but rather from compassion. | <a href="#">950980-950962-101246625</a> |
| Experience of minorities  | <a href="#">950980-950962-101247988</a> |
| A journey that is at the same time about a place.   | <a href="#">950980-950962-101499969</a> |

- 5 What kind of feelings or questions did the story evoke in you?

| Showing all 8 responses   |                         |
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| Test  | 950980-950962-101196946 |
| I wanted to understand more about the history of africa around the colonial atrocities and particularly before the first ships arrived to understand what was lost and what stayed despite the colonial devastation.  | 950980-950962-101198327 |
| Disgust (of the colonials), sadness for the way people were used, abused and manipulated. Appreciation of the natural beauty and diversity of Africa. Feeling that I should learn more about colonial history.  | 950980-950962-101197092 |
| The AR illustrations were really powerful and I felt that the game put me in a very awkward position as a white player making horrible choice after horrible choice.  | 950980-950962-101219181 |
| I think I wasn't sure about the context (I am illiterate and haven't read Heart of Darkness)  | 950980-950962-101222142 |
| It invoked a feeling of longing a hope for a better world from a distance. It definitely felt like approaching a foreign place as an outsider with curiosity and openness rather than judgement - a very gentle kind of othering. I liked the contrast between the reduction of the continent to something impersonal to be managed in the game in part I and the emotionally evocative and personal portrayal of places and people in the rest of the exhibition.  | 950980-950962-101246625 |
| Relatability  | 950980-950962-101247988 |
| The protagonist gets more and more lost as he progresses in the story and as he travels through different mediums. The first one is a game, he has a direction; a directive even, which he fails at (i suspect inevitably, i did fail the game) and then goes on a journey but i don't know if he ever arrives or if he knows where he is headed to. That feels like the point, or at least part of it. There are parts of the narrative that are strongly rooted in history (we have historical research notes popping up in the game) and geographically but then there are parts that seem to intend or sense of time and place. The experience of colonisation is determined by history but is also an experience that comes up in many places and throughout a long time, connecting them. | 950980-950962-101499969 |

**6** Does the exhibition relate to or remind you of a previous project, or your own experience?

| Showing all 8 responses  |   |
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| Test   | <a href="#">950980-950962-101196946</a> |
| It reminds me of my own experience living in south africa when i was younger. The sheer scale of the landscape and vibrancy of the sun and clouds against each other was very true to my memories. The imagery of the people in the final storymaker section felt particularly true to my memories of black women i spent time around who were very strong and bold people in my life at the time.   | <a href="#">950980-950962-101198327</a> |
| Not sure.  | <a href="#">950980-950962-101197092</a> |
| The way the game forced me to confront my own whiteness reminded me of studying Butler's Kindred at university. Beautiful and enriching but unforgiving.   | <a href="#">950980-950962-101219181</a> |
| It feels a little bit like the narrative game "Stay?"  | <a href="#">950980-950962-101222142</a> |
| <p>From vibes alone, it reminds me of Ursula K. Le Guin's The Dispossessed in the themes of a person visiting a place they've had preconcieved notions about based on their historical relationship, even if the ultimate purpose of the narrative is the opposite (Le Guin's protagonist returns from the oppressed culture that has been driven out, the exhibition deals with coming to a culture freed from oppression).</p> <p>From a technical standpoint, the format reminded me a little bit of ARGs (alternate reality games) based on the combination of narrative, interactive storytelling and art (perhaps even some real life participation if scanning images with your phone counts), with the key difference of the primary purpose being artistic expression of a theme rather than solving riddles to progress through the story.</p> | <a href="#">950980-950962-101246625</a> |
| As a mixed race women yes  | <a href="#">950980-950962-101247988</a> |
| The posters reminded me of Star wars travel poster fan arts which makes the viewer thinks about how to portray a fictional place vs how to portray a place that we consider to be real. I was also thinking of german bildungsroman, which in turn made me see the protagonist as naive. Or because i saw the protagonist as a naive person, i was thinking of german bildungsroman.   | <a href="#">950980-950962-101499969</a> |

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- 7** How did the individual components affect your experience of the narrative? Was there any medium that particularly suited an element of the story, or that stood out to you?

| Showing all 8 responses   |   |
|---|---|
| Test  | <a href="#">950980-950962-101196946</a> |
| I found the way the explanatory text was presented alongside the game component was very helpful to my understanding of the choices i was making and created a verystrong emotional reaction when i was forced to carry out certain actions knowing what they would lead to. I thought the use of railway posters to present a more genuine representation of africa without the visible destruction of colonisation and the railway owners was very interesting. | <a href="#">950980-950962-101198327</a> |
| I found chapter 1 particularly immersive as I was placed in the role of someone making decisions about people's lives. Part of me wanted to play through several times to see the narrative if I chose the more brutal options but, not sure if I could actually bring myself to choose those choices!  | <a href="#">950980-950962-101197092</a> |
| See above regarding the game. I also was absolutely entranced with the AR images. The static versions I found already beautiful and evocative but when the app loaded on that first image it almost took my breath away.  | <a href="#">950980-950962-101219181</a> |
| I think that the travel posters fit their section well.   | <a href="#">950980-950962-101222142</a> |
| I liked it! I feel like each of the mediums was a good fit for the narrative being told   | <a href="#">950980-950962-101246625</a> |
| N/a   | <a href="#">950980-950962-101247988</a> |
| Failing at a game was the perfect start. It made sense that the art elements also evoked a certain time and place in the viewer but also evoked uncertainty (if this time is here but then how about the other one? can i be at two times at the same time?)  | <a href="#">950980-950962-101499969</a> |

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- 8 What are your impressions of the relationship between the story and the different mediums through which it's told?

| Showing all 8 responses   |   |
|---|---|
| Test  | <a href="#">950980-950962-101196946</a> |
| The story of the slave ships in game format created a sense of empathy and made it harder to gloss over as i sometimes do when reading about topics i struggle with because they are so horrific.   | <a href="#">950980-950962-101198327</a> |
| The first felt the most, factual? The least abstracted. The second gave me space to think and was the most open to interpretation. The last felt the most optimistic and the use of AR felt appropriate, particularly with the quote about other suns - very much like the person in the picture had their own narrative and motivations that are beyond what I can see on first glance, and they have found a place where they can be themselves unhindered.   | <a href="#">950980-950962-101197092</a> |
| I think they all worked very well in their unique ways. I've not yet discussed the posters much but the juxtaposition between that touristy memefied image of africa and the writing that accompanied them was very powerful!   | <a href="#">950980-950962-101219181</a> |
| I think the idea of a governor thinking of colonization as a game to win fit very well.   | <a href="#">950980-950962-101222142</a> |
| It's neat   | <a href="#">950980-950962-101246625</a> |
| Well thought out  | <a href="#">950980-950962-101247988</a> |
| The progression from game to train journey (with travel posters) to moving image and poetry made sense as the protagonist gets deeper into the experience, it doesn't so much creates immersion, as it plays with it: as a governor, are we just a player or a pawn? But we fail at it and that is only the beginning. We are travelling through a landscape which we are also part of but we are getting to know it through travel posters. Was it a journey or was it a book the protagonist only finds it in their pocket? The answer doesn't really matter as the protagonist either gets philosophical about their experience or too unreliable to answer, getting lost in the experience. And as they do get lost in it, the viewer is reminded that this is an exhibition and they are invited not to be a governor or a protagonist but to interact with the thoughts prepared by the author. | <a href="#">950980-950962-101499969</a> |

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- 9 Having played through Storymaker World, how do you perceive transmedia projects and their use in storytelling?

| Showing all 8 responses   |   |
|---|---|
| Test  | <a href="#">950980-950962-101196946</a> |
| I really appreciated the combination of different media and think it helped give a context that would not have been there if only one of the pieces of media was presented. I thought the format of a simple website was very helpful compared to having to download or visit a gallery.  | <a href="#">950980-950962-101198327</a> |
| Really enjoyed all 3 chapters, 1 and 3 were the most powerful regarding transmedia. I would say that I wasn't sure at the beginning which parts were AR and which weren't, perhaps a prompt would help? The transmedia helped add an extra layer of depth and connection to the story - and I think in particular for this subject matter that was extremely powerful with having an active role in the choice of the narrative, and with seeing thoughts and feelings beneath the surface. | <a href="#">950980-950962-101197092</a> |
| SW convinced me that transmedia projects have a lot to offer, especially when considered alongside classic, familiar texts. This really breathed a new life on Conrad.  | <a href="#">950980-950962-101219181</a> |
| I think that if the media requires active engagement in the mechanics of storytelling, then it also will cause a greater engagement with the content of the story.  | <a href="#">950980-950962-101222142</a> |
| I've always liked them and considered them a great space for innovating the ways through which we absorb stories, so my perspective hasn't changed by playing it.   | <a href="#">950980-950962-101246625</a> |
| I'm excited for more projects to use mixed media, as a big fan of it  | <a href="#">950980-950962-101247988</a> |
| The medium is the message and it is nice to see how placing them next to each other, there are nuances in how they contradict each other, play with immersion or communicate something just by switching between each other.  | <a href="#">950980-950962-101499969</a> |