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**HYPERSTORY**

## OBJECTIVE: Explore the functionality and power of hypertext.

Through this project, I would like to fully elaborate how powerful the medium of hypertext could be. By writing an untraditional hypertext novel, the reader/interactor will eventually feel the potential of hyperlinks and how a small line of hypertext could contain an unlimited amount of information. I would also like to explore the new way of non-linear storytelling. Most of the new media cooperates the practice of non-linearity, like Twitter, online news, Facebook, almost all of them, but few of them really depends on it, except one in mind, Wikipedia. Novels, which are normally written in linear style and only have very weak interactivity, are now transformed in my project to be written in non-linear style with strong interactivity, because the reader now get to choose with part of the story they can access first, and the story will be written in such a way that the order of progression is expanded in levels of hyperlinks.

## CONTENT: A novel/short story (most likely fiction) written with hyperlinks

This project will run entirely in a browser. The content of the project will be one HTML page with a very short sentence, most likely a conclusive sentence of a story, in the center, like “Lucy is killed by a stranger she met on the street on Saturday, which baffles the investigating police officer, Bill, for quite some time”. And within this one sentence, a lot of word or phrases will be hyperlinks, linking to more information (more HTML pages) regarding the word or phrase. If the player wants to know more about the story, they have to click on them for it. And hyperlinks will be linking to other paragraphs with other links, unveiling the truth of the story in a non-linear form. For instance, “Lucy” will be a hyperlink. By opening “Lucy”, the reader will be directed to another HTML page with information about the girl Lucy and so on.

## HOW: The medium informs and embodies the content

Even though new media is based on the idea of hypertext, browser and HTML pages are the ones that exemplify it the most. The story is written in an HTML page with lots of links, this medium itself suggests the content that it will be non-linear in some way and the use of web pages truly embodies the content of the story.