
Sequential Art for Science and CHI

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Abstract

This paper illustrates our preliminary studies of new interactive tools that support the generation of sequential art for entertainment, learning and scientific discourse. In the first of two examples, primary school students document a practical science session through the creation of a photostory. In the second, participants in a study on the biological nature of thrill create a souvenir photostory by selecting images from a DVD. The paper is written in a comic-book format to further explore and highlight the communicative capabilities of the medium, one that can be visually attractive and facilitate rapid dissemination to a wide audience.

Keywords

Comic, photostory, photo-story, sequential art, experience report, visual aesthetics, narrative

ACM Classification Keywords

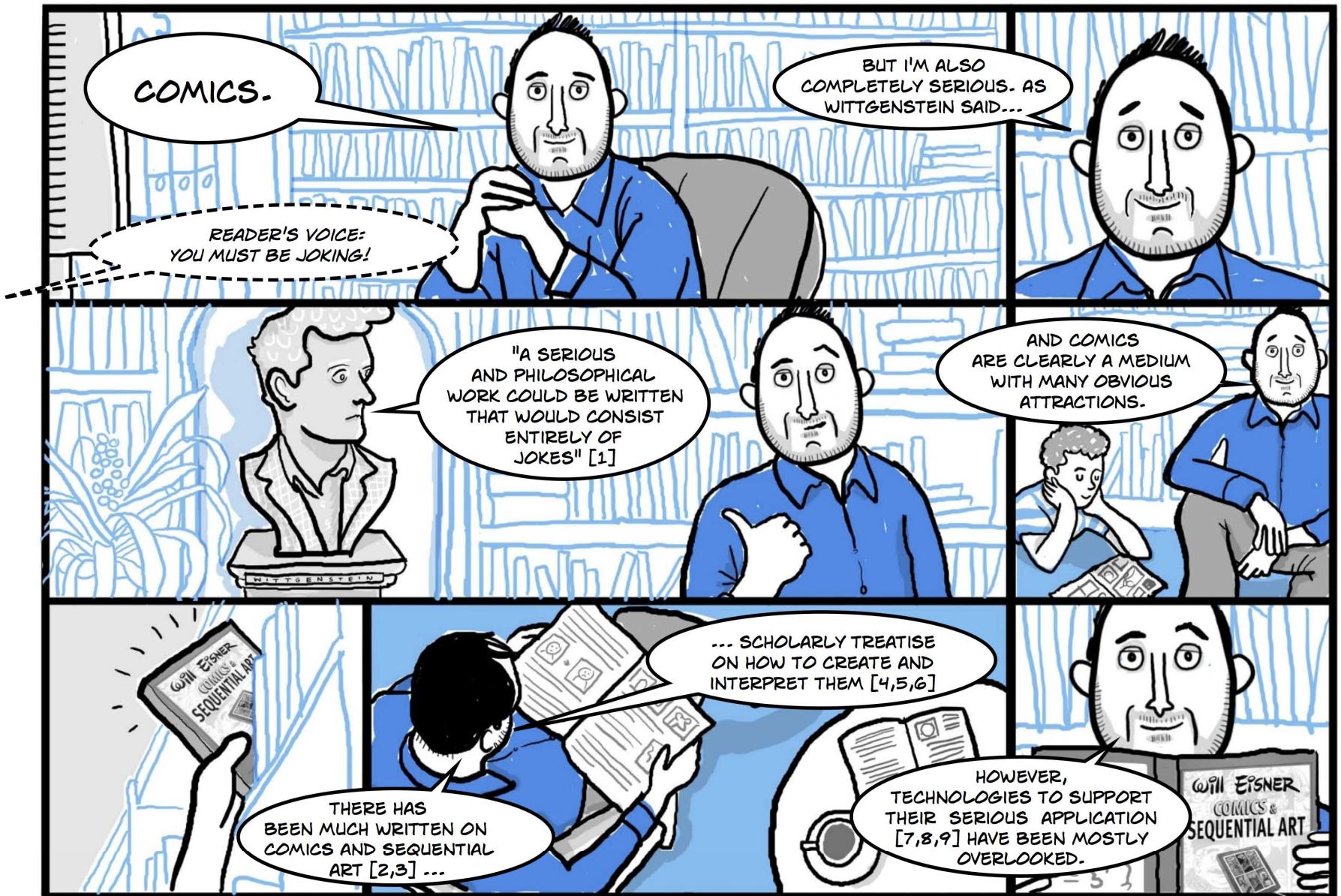
H5.0 INFORMATION INTERFACES AND PRESENTATION:
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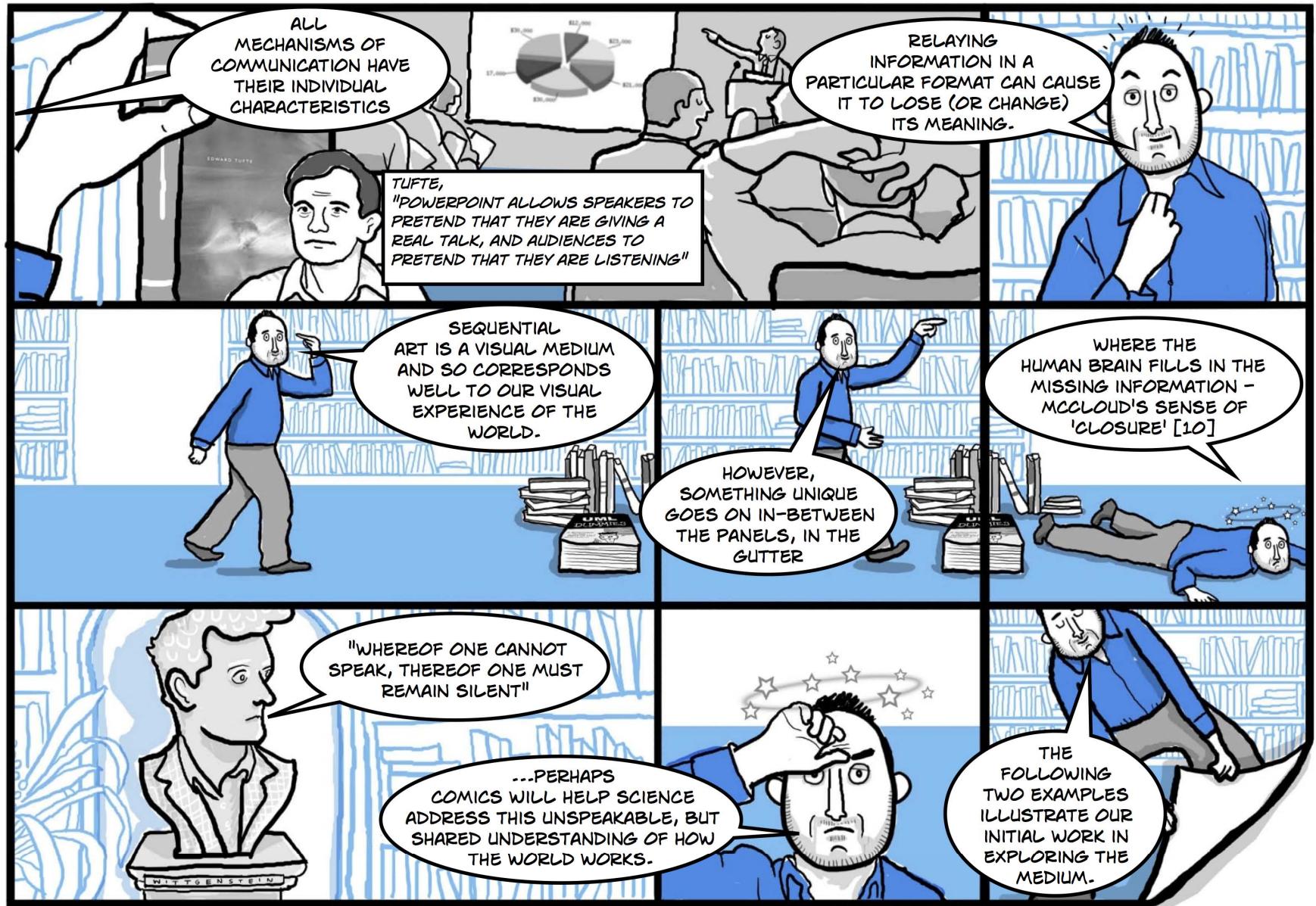
General Terms

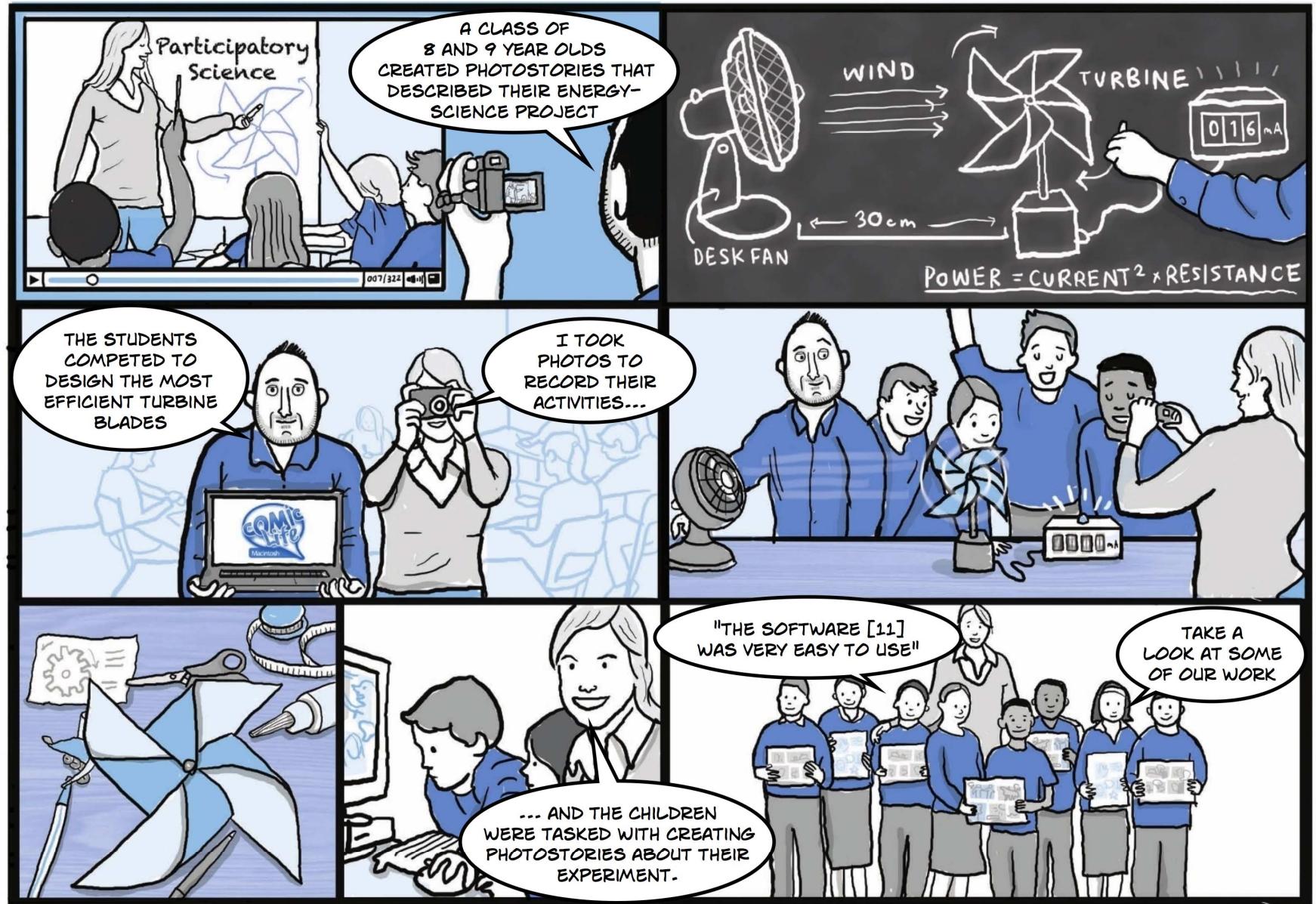
Design, Documentation

Introduction

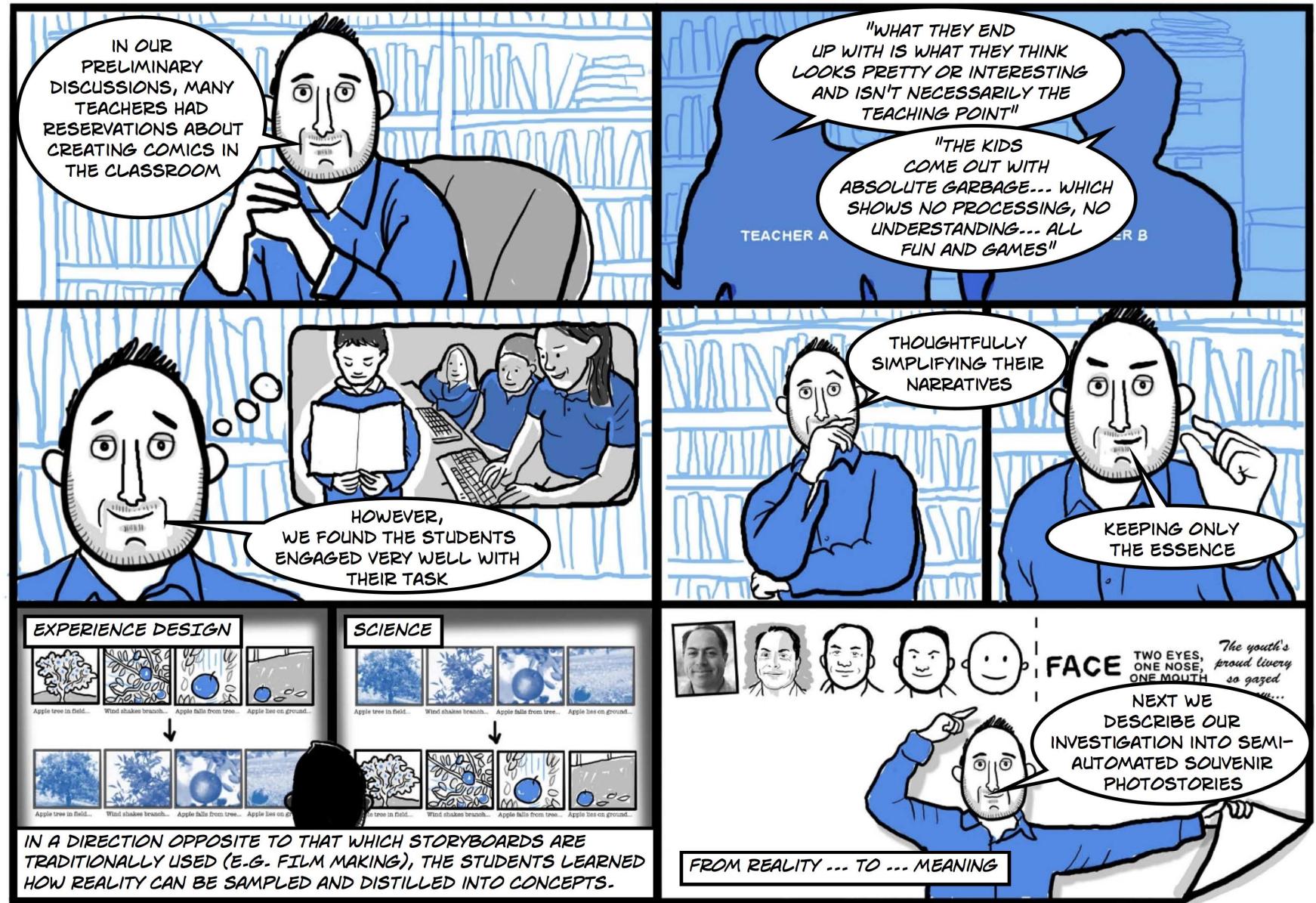
Whether it is the latest piece of blockbuster entertainment or the explanation of a physical law in a school science lesson, effective communication is key - and this is often achieved through storytelling. To this end, this paper examines the capabilities afforded by...

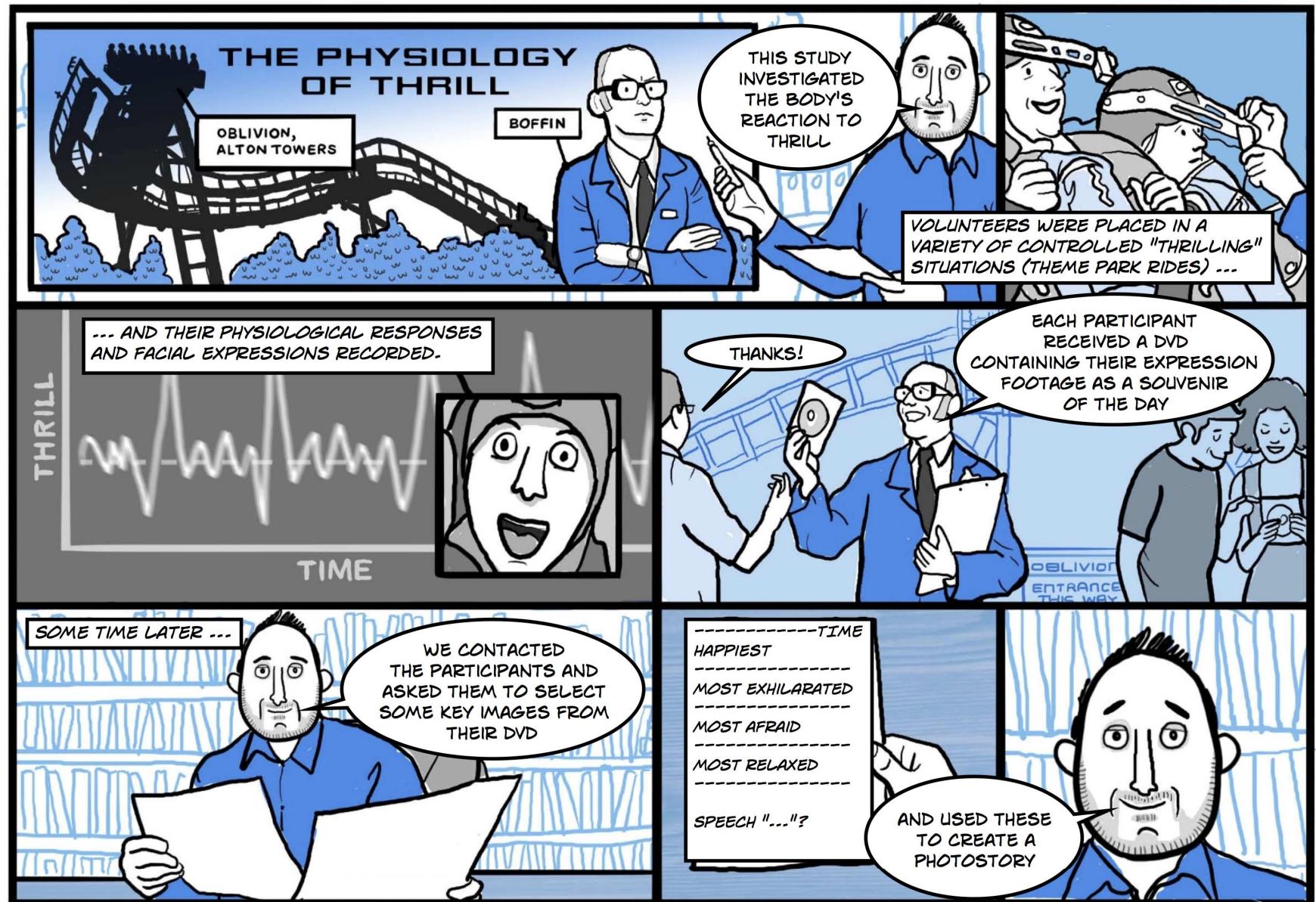




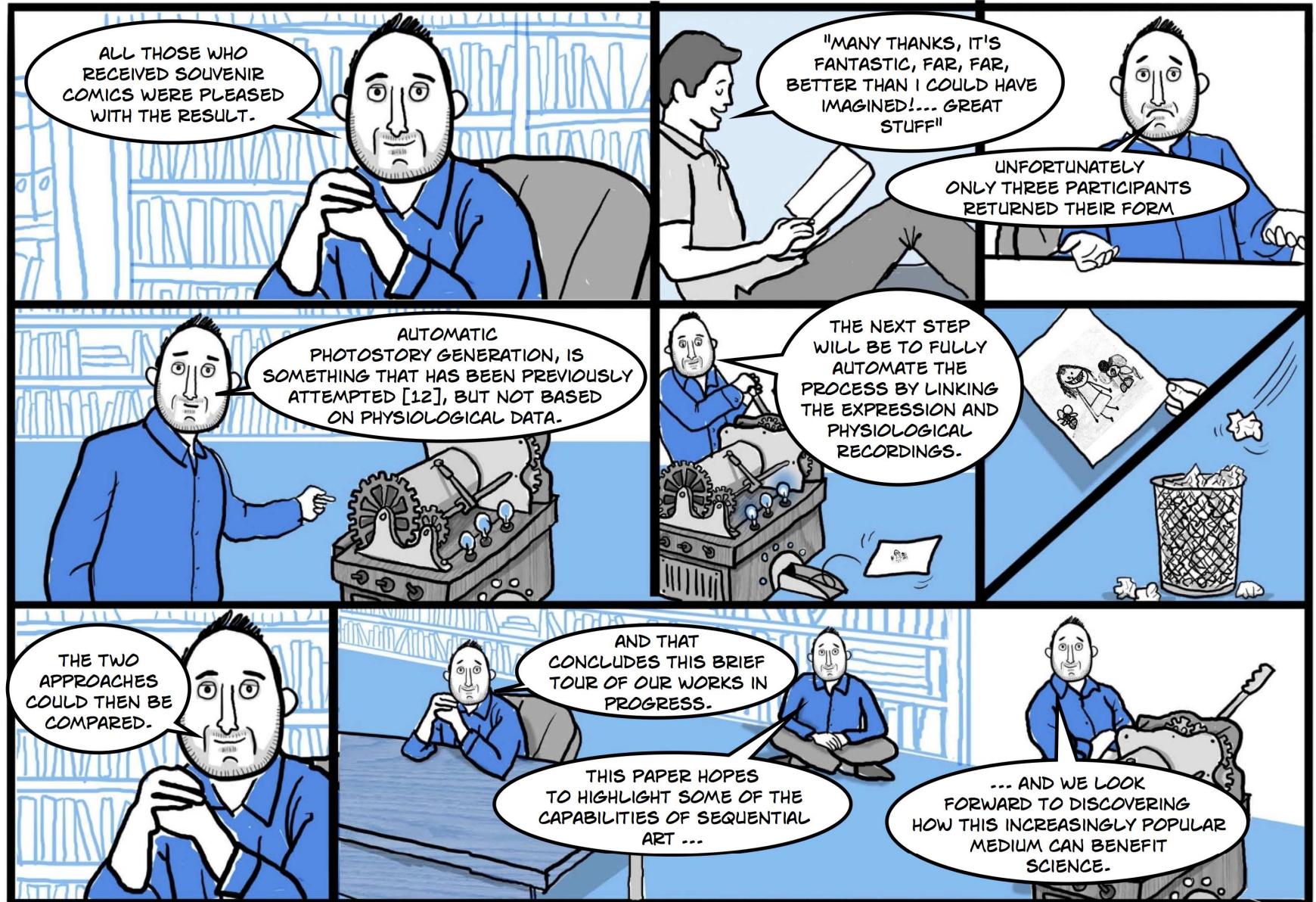


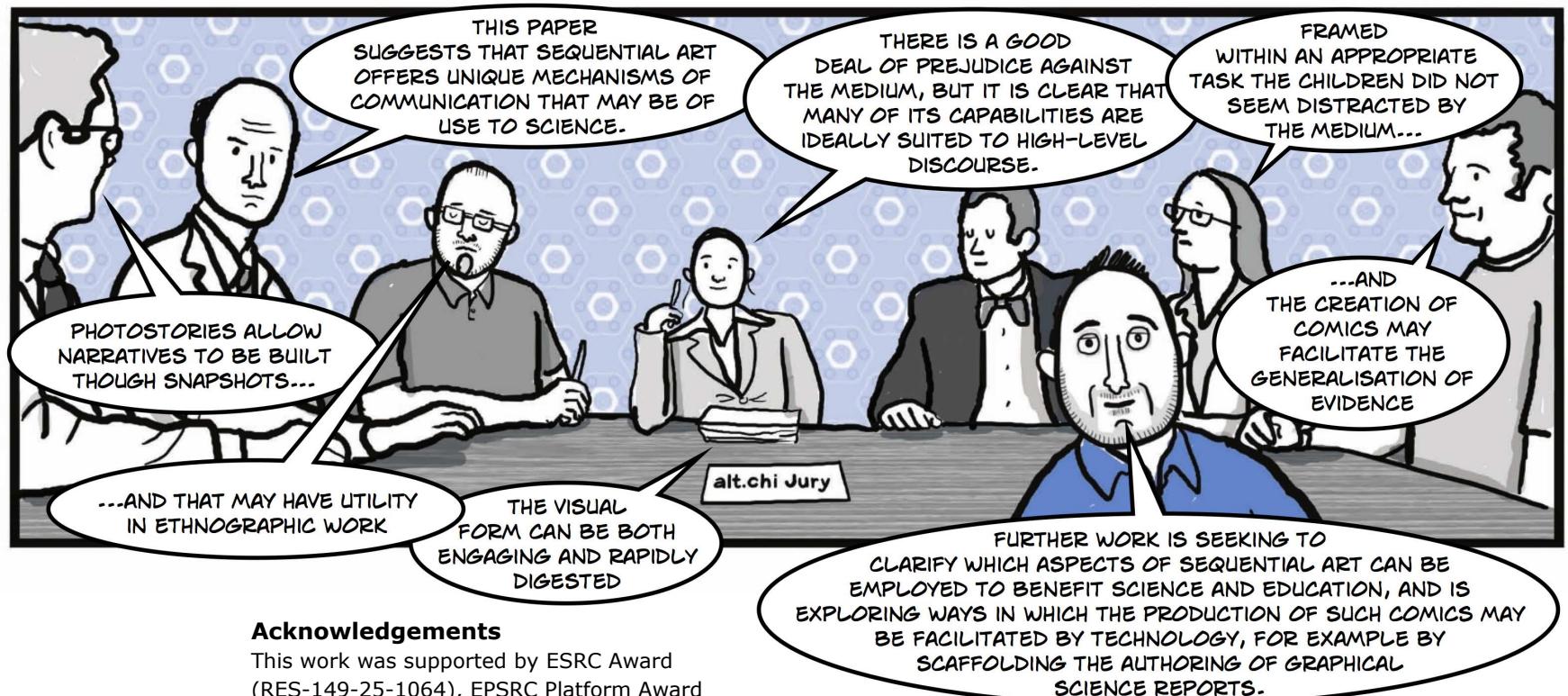












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