

Hypertext 2017 Workshop Proposal

Narrative and Hypertext '18 (NHT18)

Organisers

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Charlie Hargood is a Senior Lecturer in Games Technology in the Creative Technology department at Bournemouth University. He has a research background in narrative systems, hypertext, ubiquitous technology, and location aware applications. He has been involved with the ACM hypertext conference since 2008, twice winning the Englebart best paper award and often serving on the programme committee, and has organised the Narrative and Hypertext 2011, 2012, 2013, 2015, 2016, and 2017 workshops, and was on the organising committee of Web Art Science camp in London 2010.

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David Millard is an Associate Professor in the Web And Internet Science group in the department of Electronics and Computer Science at the University of Southampton. He has a research background in narrative, hypertext, e-learning, and web technology. He has long been involved with the ACM hypertext conference, acting as a Track or Supporting Chair on many occasions, and has jointly organised the Narrative and Hypertext 2011, 2012, 2013, 2015, 2016, and 2017 workshops, which built on the original Hyperstructure 2005 workshop.

Keywords

Narrative, Hypertext, Digital Humanities, Interdisciplinary Research, Digital Storytelling

Abstract

NHT is a continuing workshop series associated with the ACM Hypertext conference. The workshop acts as forum of discussion for the narrative systems community within the wider audience of the Hypertext conference. The workshop runs both presentations from authors of accepted short research papers, and unstructured unconference sessions to provide a venue for important discussions of issues facing and opportunities for members of the narrative and hypertext community.

Description

This workshop aims to provide an interdisciplinary forum to bring together individuals from the humanities and technological communities to share work and discuss state-of-the-art research on narrative from both a technical and aesthetic perspective. It follows on from the very successful narrative workshops at HT2011 (the largest workshop in the conference), HT2012 which kick-started a number of collaborations and subsequent meetings (for example, see the websites strangehypertext.org and fractalnarratives.org), HT2013 where several of these collaborations were consolidated into future research projects, and HT2015 where work that had arisen from the

workshop was presented in early form and discussion on the future of the field continued. This has been a pattern continued in subsequent years at HT2016 and HT2017 and through NHT's new sister workshop AIS (<http://narrativeandplay.org/ais/>) at the ICIDS conference the intention is for this workshop to act as a bridge to increase collaboration between the interactive narrative and hypertext research communities.

This year's workshop will principally build upon these previous successes, and aims to continue to consolidate this community by providing an open interdisciplinary forum of discussion on key issues facing the field. Including (but not limited to):

- Models of Narrative
- Systems for the Presentation of Narratives
- Adaptive and Personalised Narratives
- Narrative Analysis
- Narrative Generation
- Narrative as a method of Knowledge Capture
- Social Media as Narrative
- Narrative as a lens on identity
- Argumentation and Rhetoric
- Interactive Fiction
- Cinematic Hypertext
- Authorial support systems
- e-Literature
- Strange Hypertext
- Interdisciplinary collaboration on narrative
- Interaction and Narrative
- Location-based Narratives
- Game Narrative
- Digital Journalism and Citizen/Collaborative News
- Transmedia
- Mixed Reality Storytelling
- Authoring Experience
- Critical Reflection

Researchers and practitioners working with hypertext or narrative are invited to attend this workshop. Participants are asked to submit a short (between 2 and 5 pages ACM format) position paper on their current work. Authors of papers selected for presentation will be informed 2 weeks after the submission deadline. All the position papers of participants will be made available on the workshop website initially and later (if possible) through the ACM Digital Library.

Relevance to Hypertext 2018 and Motivation

Narrative is a prevalent form of information common in our entertainment and communications, and key to our understanding of the world and its events. By building better models of narrative along with methods for generation, adaption, and presentation we enable narrative systems to become more effective but also improve our understanding of narrative structures.

There is a growing community of researchers working on narrative systems, hypertext narratives, interactive fiction, and machine readable narrative models, for which this workshop seeks to act as a hub to review advances and to discuss what the field might achieve in the coming year.

We are interested in contributions from researchers, developers and writers, covering all aspects of digital narrative, including experiences, reflections, and criticism.

The hypertext conference has a history of publishing work related to narrative research ranging from explorations of criticism and the creation of digital narrative to authoring hypertext fiction and semantic narrative systems. This workshop aims to support this work, and this includes the work under the themes of Hyper society and Hyper media at this year's conference for which hypertext narrative has particular relevance through both the digital humanities and new forms of non-traditional media.

Workshop Format

The event is designed to be a full day workshop with planned sessions based around presentations of short paper submissions from attendees. As well as the planned sessions we plan to have some serendipitous sessions allowing for free discussion on topics of interest to those attending much like what is seen in "unconference" events. Topics of interest for these sessions will be polled from the participants during coffee breaks at the beginning of the day and over lunch to allowing for serendipitous sessions late morning and at the end of the day. As well as free discussion these serendipitous sessions might include small relevant presentations and technical demos. This structure is based on the highly successful structure of previous workshops.

Submission Format

This workshop invites both position and research paper submissions to stimulate discussion of important factors facing the community at the workshop. These submissions are all the same ACM template as the Hypertext conference, and a maximum of 5 pages in length.

Intended Audience

The audience for this workshop will be a mixed group of participants from arts, science, and humanities. This will include young researchers and PhD students from these areas using the workshop as a platform to present initial work, members of academia and industry contributing to the wider discussion, technical developers working on relevant systems, and authors with an interest in related research. Previous iterations of this workshop have attracted approximately 20-35 attendees.

Programme Committee

Please note, with the exception of the organisers the following programme committee is likely persons only and is pending invitation and confirmation.

Charlie Hargood – Bournemouth University – chargood@bournemouth.ac.uk (organiser)

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Valentina Nisi - Madeira Interactive Technologies Institute - valentina.nisi@m-iti.org;

Length

The requested duration for this workshop is **full day**. While this workshop can work as a shorter half day workshop (as in 2013 and 2016) it is better suited to a full day's activity where the subsequent unconference sessions can reflect on the presented early work. The workshop has typically received enough interest to work well in this longer format.

Previous Editions of the workshop Series

NHT11 - <http://nht.ecs.soton.ac.uk/2011/>

Co-located at ACM Hypertext 2011, Eindhoven

Full day workshop, 16 Submissions, Approximately 35 attendees

NHT12 - <http://nht.ecs.soton.ac.uk/2012/>

Co-located at ACM Hypertext 2012, Milwaukee

Full day workshop, 8 Submissions, Approximately 20 attendees

NHT13 - <http://nht.ecs.soton.ac.uk/2013/>

Co-located at ACM Hypertext 2013, Paris

Half day workshop, 7 Submissions, Approximately 20 attendees

NHT15 - <http://nht.ecs.soton.ac.uk/2015/>

Co-located at ACM Hypertext 2015, Cyprus

Full day workshop, 8 Submissions, Approximately 20 attendees

NHT16 - <http://nht.ecs.soton.ac.uk/2016/>

Co-located at ACM Hypertext 2016, Halifax

Half day workshop, 3 Submissions, Approximately 25 attendees

NHT17 - <http://nht.ecs.soton.ac.uk/2017/>

Co-located at ACM Hypertext 2017, Prague

Full day workshop, 6 Submissions, Approximately 25 attendees

Note: All attendee numbers are approximate, as the exact data is unavailable.