

# Storytelling in AR

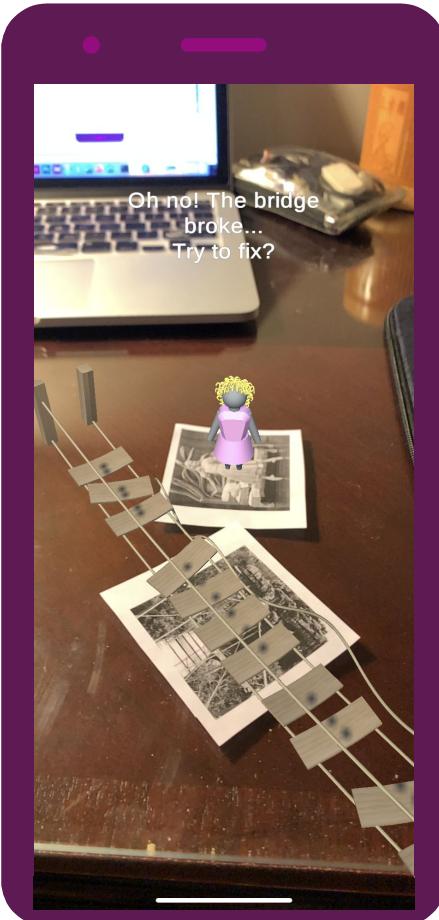
Selena Qian



## Demo

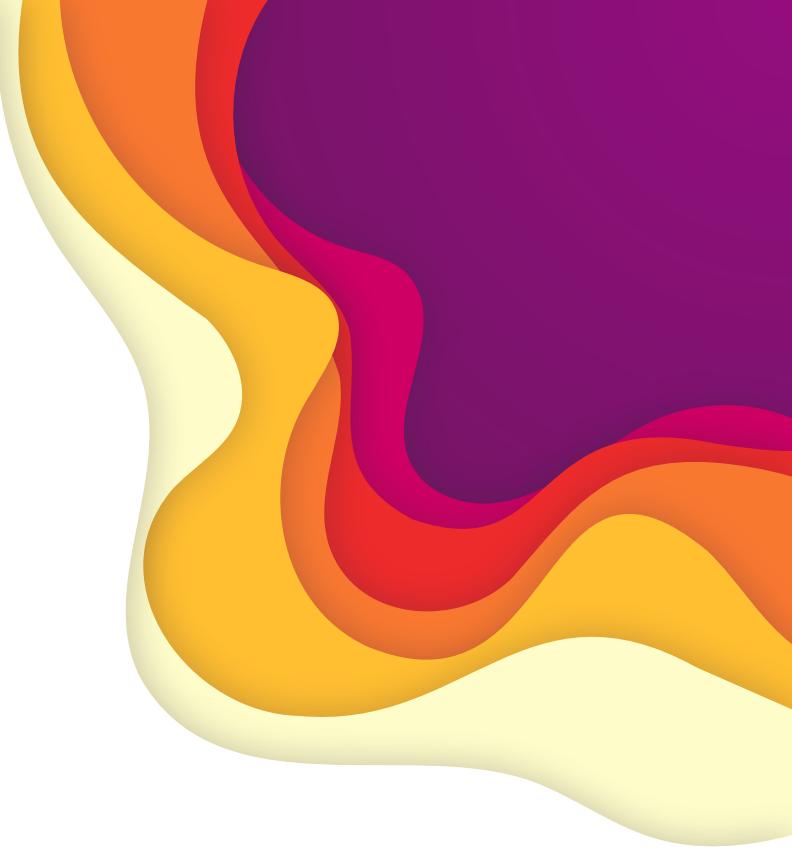
Character + Scene → Actions

<https://youtu.be/WayfpyZRfzl>

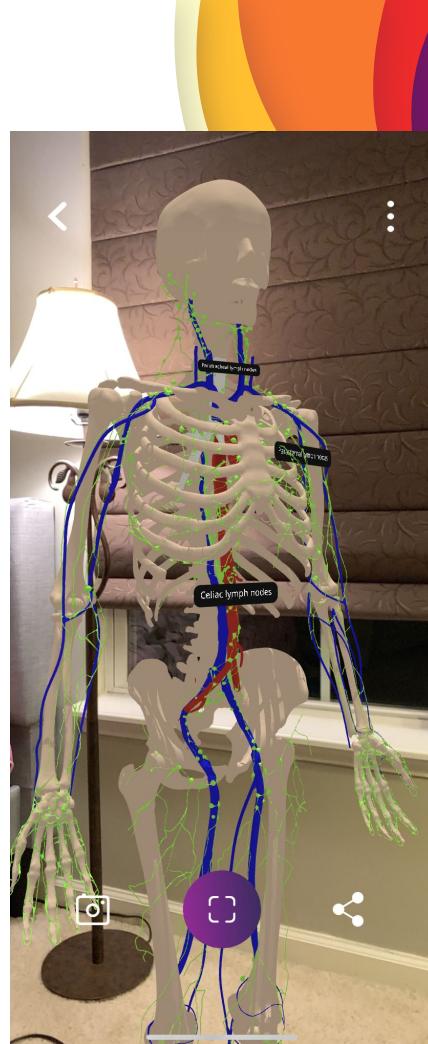


# Affordances and Limitations

- User engagement + interaction
- Nonlinearity
- Potential to be repetitive
- Controlling vs. providing information



# Other AR Experiences

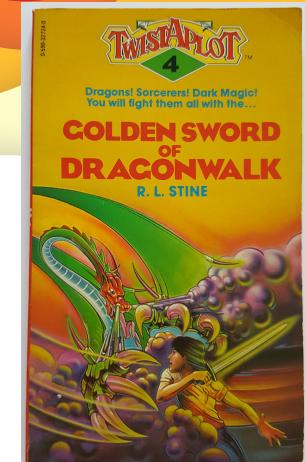
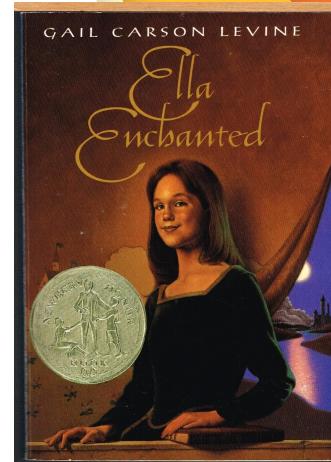
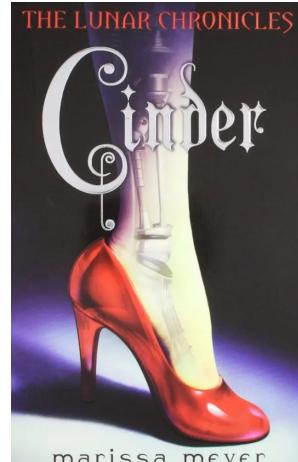
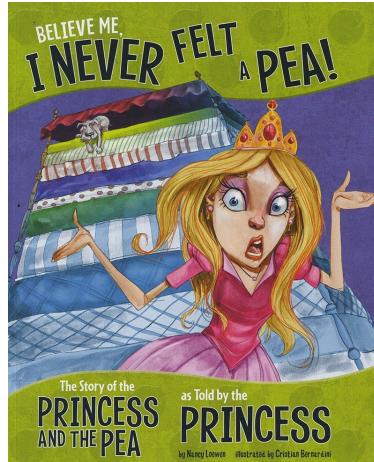
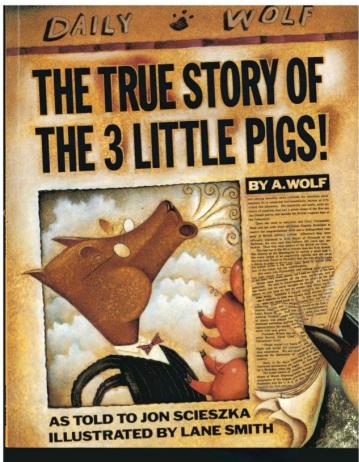


A screenshot of a mobile application interface for "wonderscope". At the top right is the "wonderscope" logo. Below it is a dark-themed screen for a game titled "Clio's COSMIC QUEST". The game features a woman and two children in a room with a celestial theme, including a large yellow planet and stars. Text on the screen asks, "Can you help Clio become a star?". Below this is a purple "PLAY" button and an information icon (i). The bottom half of the screen shows three smaller promotional cards for other games: "SINCLAIR SNAKES MUSEUM MISCHIEF", "WILLOWCREST MANOR", and "LAUREN &amp; THE THREE BEARS".

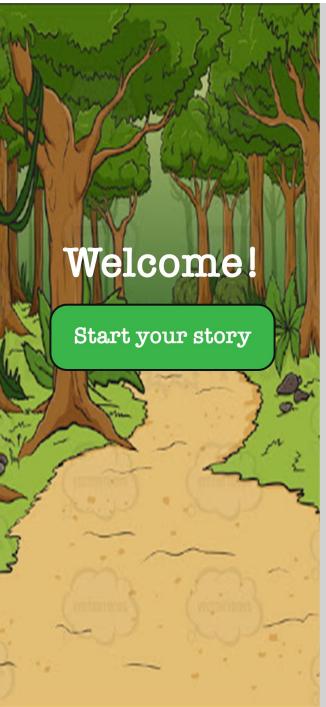
Three additional mobile game promotional cards shown below the main game screen. From top to bottom: 1) "SINCLAIR SNAKES MUSEUM MISCHIEF" featuring a snake and jungle setting with the tagline "HIDE 'N SEEK · INCLUSION · STEM". 2) "WILLOWCREST MANOR" featuring a man with a bow tie and two children, with the tagline "ADVENTURE · MYSTERY · SELF DETERMINATION". 3) "LAUREN &amp; THE THREE BEARS" featuring a bear and a small character, with the tagline "ADVENTURE · MYSTERY · SELF DETERMINATION".

# Process: Idea

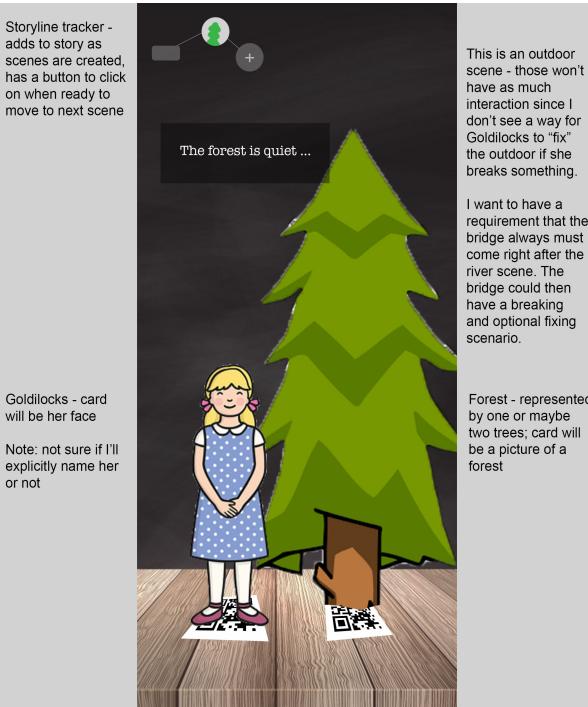
- Reinterpretations of fairy tales
- Familiar vs. unfamiliar
- Choose-your-own adventure



# Process: Wireframing

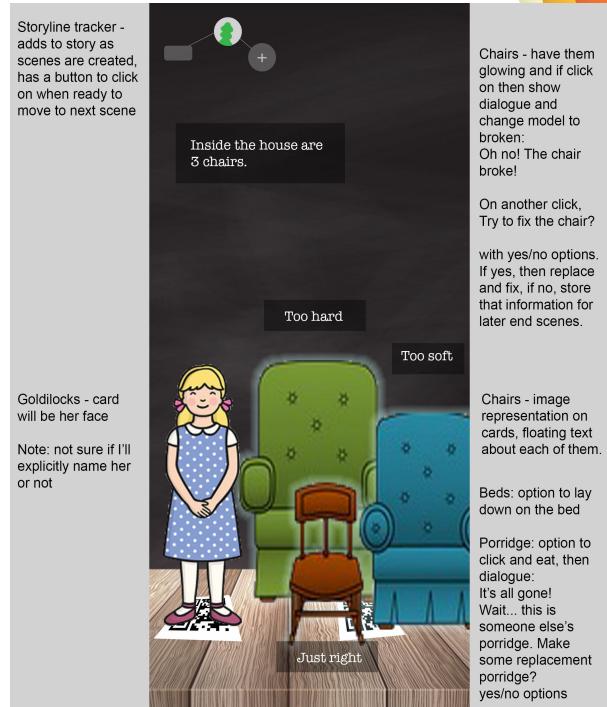


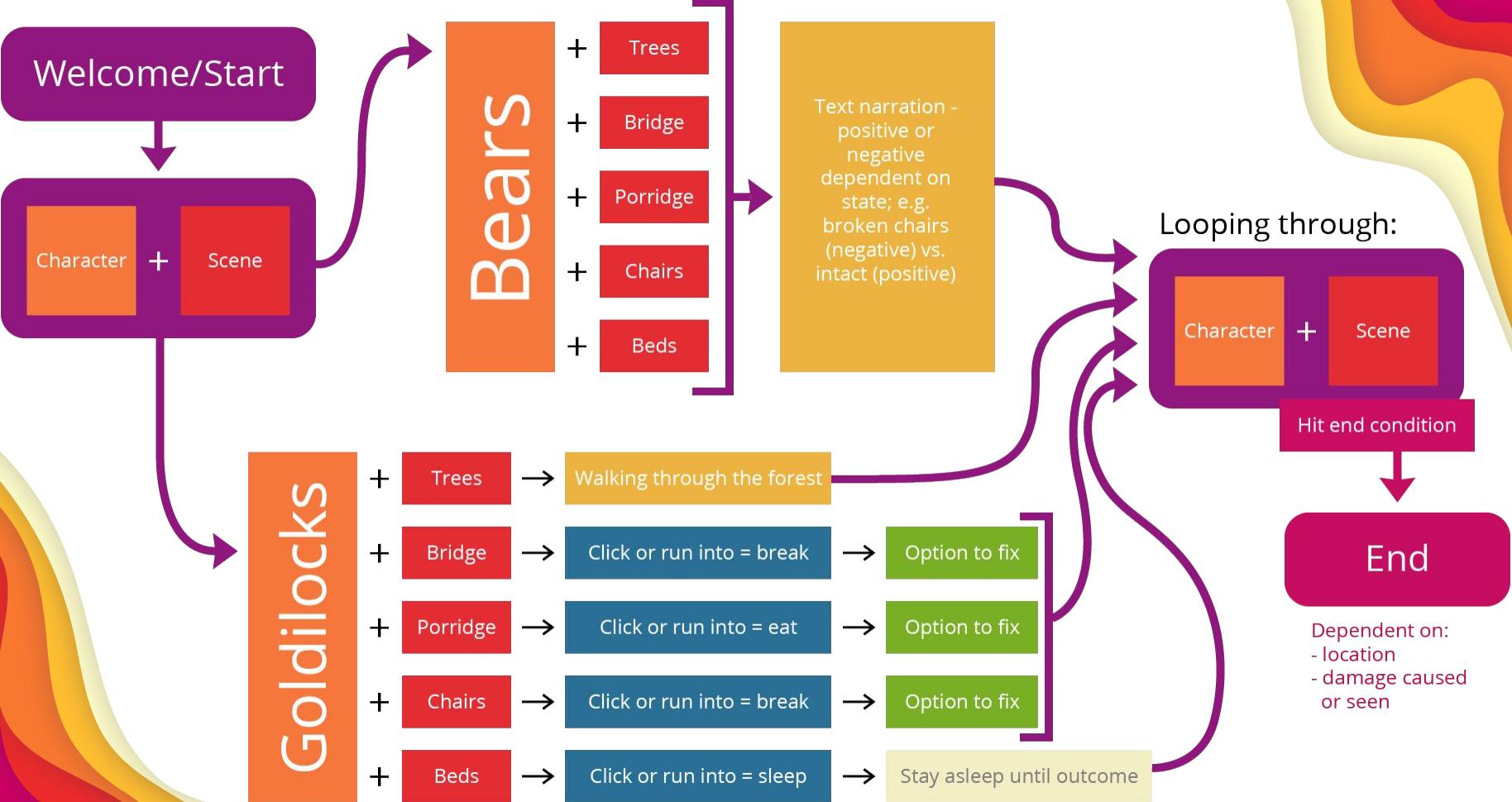
Start screen to introduce concept of app. Clicking on "start your story" should then lead to the next screen.



This is an outdoor scene - those won't have as much interaction since I don't see a way for Goldilocks to "fix" the outdoor if she breaks something.

I want to have a requirement that the bridge always must come right after the river scene. The bridge could then have a breaking and optional fixing scenario.





# Continuations

- Expanding scenes and characters
- Creating a rich world
- Exploring the physicality of the markers
- Adding an element of skill-building/learning
- User as narrator vs. as character