

Interactive Narrative Project

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Creative Computing
November 20, 2015



Introduction

“An imaginary journey where readers become fully engaged with the story.”

When I was young, my parents used to read a storybook every night before I went to bed. Characters with different emotions and expressive sounds, and the colorful images that describe each narrative strongly stimulated my imagination.

This experience intrigued a great desire to make an interactive storybook which allows readers to be more actively and directly participate in the story just as they were when they were kids.



Objective

“Experience to fully engage with the story, and opportunity to use their own imagination”

My objective for this project is to provide readers an interesting experience to actively and directly engage with the story, and give them opportunities to use their own imagination to operate the story. by using a wide range of responsive interaction elements to progress the story.

By using a wide range of responsive interactions which follow the story line, I will make the users lead the story by their own. This interactivity of a story will stimulate reader's creativity and imagination, and eventually make the process of a storytelling much more fun and effective.



Three Act Story

Act 2-2

The turtle floats on the air trapped in the bubble. However, suddenly, the bubble starts to roll down the hill, and ends up falling into the water.

Act 2-1

A rabbit comes to help him out. She tries to lift him up, but the turtle is too heavy for her. After a while, she comes up with a bubble and blows on him.

Act 1

One day, a turtle is taking a walk to the hill, and he trips over the stone on the ground. After a while of struggling, he calls for a help.

Act 3

The rabbit rows to reach the small land, which turns out to be a whale's back. The whale shoots water to the bubble and finally turns the turtle back.



User Interaction

Page 1

First, the user will watch the turtle coming out from the left and tripping over the stone while moving to the right.

The user will click the tripped over turtle, and see that it does nothing but making him wriggle. Soon, the user will recognize that one needs to go to the next page.



Page 2

The user will see that there is a rabbit standing next to the turtle.

The user will click the rabbit and see that the rabbit trying to flip the turtle. Depending on what part of rabbit the user clicks on, one will see two different reactions of the rabbit. The user will see that clicking the rabbit does not solve the situation. Soon, the user will recognize that one needs to go to the next step.



Page 3

The user will see the rabbit holding a bubble stick on the left side of the turtle. Once the user clicks the rabbit, one will see that there is a small bubble coming out from the stick.

As the user keeps clicking the bubble, it gets bigger and bigger. The bubble stops getting bigger, once it gets big enough to hold the turtle. Once the user releases the mouse, one will see the turtle floating on the air trapped in the bubble.



Page 4

First, the user will see the bubble rolling down the hill, and the rabbit standing on the top of the hill.

The user will click and hold the rabbit and see the rabbit running toward the bubble to catch up. Once the user releases the mouse, the rabbit stops running. Once the bubble falls into water and the user clicks the bubble, the rabbit will jump on the bubble.



Page 5

The user will see the bubble floating on the water with the rabbit on the top and a small land on the right side.

The user will click and hold the rabbit, and see her arms spinning around and the bubble moving forward. The user will continue to hold the mouse until the bubble gets to the land. Once the bubble gets to the land, the rabbit stops moving as well as the bubble.



Page 6

The bubble will be in the middle of the land, which is whale's back, and the rabbit will stand on the left side.

The user will click the turtle and see that there is water coming out from the whale's back. The user will drag the turtle up and see that the bubble disappears and turtle floats up on the air. Once the user releases the mouse, one will see that the turtle gets back to his position, and the rabbit hurrays.



Ideal Results

Use of a variety of interaction should make readers easier and more fun to follow the story

There should be a strong interaction with characters, and they both should be the protagonists who lead the story

It should present an exemplary of intergrating child's imagination to an interactivity, and should bring a sense of wonder and a playful spirit

Reference Projects

