



## ISNM Paper Accepted for Publication at the TIDSE'2006 in Darmstadt

Lübeck, 18.10.2006. The paper "ARC - Towards Alternate Reality Cinema" by Wendy Ann Mansilla, Andreas Schrader, and Ranjan Shetty has been accepted for publication at the 3rd International Conference on Technologies for Digital Storytelling and Entertainment (TIDSE'2006) in Darmstadt, Germany (<http://www.zgdv.de/TIDSE06/>). Proceedings will be published in the prestigious Springer Lecture Notes in Computer Science (LNCS).

The paper describes an interactive narrative approach that explores small displays and wide perceptual audio projections to achieve an immersive experience. A mixed media content known as Autophobia, which presents film, radio, and photomontage to achieve an alternate reality experience, was implemented. Autophobia uses the ubiquitous computing infrastructure ALADIN developed at ISNM that is capable of detecting the location of the viewers and streaming the respective media content to mobile devices (PDAs) equipped with headsets. At the end of each piece the user is not explicitly told where to proceed next but is rather encouraged to interpret what he/she just saw and heard to guess where to go next. The installation works best when several users are involved simultaneously through a collaborative interpretation work – exchanging views on the media contents, on their meaning and implications.

The paper explores the shift of focus from wide screens or forms of panoramic projections to other media forms that include non-realistic and aesthetic expression using audio and small displays. The authors present a mixed media approach for immersive narrative experiences using a location-aware infrastructure. The project has been presented publicly during ISNM Open House events, and tested with students. Through observations and gathered suggestions, the use of several media fragments in an interactive narrative installation seems to effectively increase involvement of the viewers. The notion of Alternate Reality Cinema (ARC) introduced in the paper goes beyond traditional immersive or mobile applications by hybrid integration of real-life and virtual elements. By blurring the border between fiction and reality, new expressive ways for creative storytelling can emerge. In the future, the authors plan to extend the project with tools for supporting direct collaboration of users during the experience, and a framework for content development for the system.

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