

Aalborg University Copenhagen

Department of Medialogy



Semester: MED 10

Title: Engagement in Interactive Drama

Project period: Spring 2010

Semester theme: Master Thesis

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Copies: 4

Pages:

Finished: 27-05-2010

Abstract:

Many attempts have been carried out by scholars to combine the techniques used in linear traditional media (e.g. theatre, films), to be adapted to nonlinear media applications (e.g. computer applications). Authorship and interactivity "*exist in an inverse relationship to one another. The more you have of one, the less you're going to have of the other*" (Adams, 1999, p.4). Authorship refers to the total control over the content of the story in linear media. What role can it play in nonlinear media? What are its responsibilities in relation to social or ethical issues? Can we engage the participant with such issues?

Beside the pleasure and entertainment, Aristotle's tragic system can be used as a teacher of morality, and as a political advisor. Catharsis represents the center, the essence and the purpose of the tragic system. Catharsis is purification, purgation that heals the soul; it corrects the errors, and as a result brings happiness to society.

Interactivity makes it possible to practice virtuous actions. Bringing interactivity together with the tragic system enables the participants to become acquainted to social or ethical issues. There are many contributions concerning the field of interactive narrative, to mention some; *The Sims*, *Erasmatron*, *Façade*. These applications provide the participant with either less freedom of interactivity in favour of narrativity or the other way around.

Interactivity and narrativity have been taken into consideration as equally important aspects in the development of the proposed application. The test results indicated that the participants to some extent were engaged in the experience; as well as they became acquainted with the theme intended by the author. The use of the proposed interactive drama model (IDM), indicated that such model can be further improved and developed; its functionality can be enhanced by providing more interactivity and assigning the proper causality to the narrative events.