

Appendix

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Full story text

This subsection contains the full text to each of the two stories, as it is presented in the application. Each story appears twice: First as it is experienced when talking to the NPC, and second as it appears if viewed on the on-screen monitor. Notes about application functionality is added in square brackets where applicable, and did not appear in the test application.

Ghost story – NPC version

[screen 1]

Hi, would you like to hear a story?

[options]

- Sure *[next]*

[screen 2]

I woke up early one morning at the military base where I have been staying for the past year. At first I was confused about what was going on, but I soon realized that the base alarm had woken me up. The speaker system on the base warned about a fire in the building but I couldn't see anything from my room in the barracks.

[options]

- What did you do? *[next]*

[screen 3]

Through our radio system I managed to contact a Captain Piccard from a nearby ship. He informed me that something had happened on the base, and ordered me to find out what and report back.

When I went out into the hallway I saw smoke coming from one of the doors on the floor, but curiously I couldn't see or hear any people around.

[options]

- That's odd *[next]*

- What did you say just before? *[previous]*

[screen 4]

I decided to go down to the security office on the next floor to find out what was going on. When I got there I noticed that there were many cupboards and chairs knocked over, and it looked almost as if someone had done it to make a mess on purpose, though some of the things would have been much too heavy for one person to move.

[options]

- Did you find anybody there? *[next]*

- Repeat what you just said please *[previous]*

[screen 5]

The security office was also empty, but the chief of security had left a note to himself about picking up a key he had forgotten in the clinic on the next floor. I was going to need that key to get out of the building, and to investigate what had happened.

[options]

- What did you find in the clinic? *[next]*

- Wait, back up *[previous]*

[screen 6]

At first the clinic looked normal, but when I moved into the surgery rooms I got a shock. It looked like a person had exploded in there, the walls and floor was completely covered in blood. I hurried to a nearby radio and informed Captain Piccard, who told me to carry on. He seemed to know more than he was telling me, since he said it was urgent I continue to the basement.

[options]

- Did you go there then? *[next]*

- I'm confused *[previous]*

[screen 7]

Before heading to the basement I noticed a computer near the radio, and on it I found logs made by somebody called Doctor Martin Jones. The logs mentioned experiments being carried out with apparently great success. The doctor mentioned specimens with resistance to cold and disease and he sounded very excited.

[options]

- That sounds a bit strange *[next]*

- Wait, go back *[previous]*

[screen 8]

As I got into the basement I noticed more stuff being knocked over, but I still couldn't see any people around. While making my way through the hallways. Suddenly the alarm changed to warn about loose specimens in the building. I didn't know what this meant, but it couldn't be good.

[options]

- No doesn't seem so *[next]*

- What did you say before? *[previous]*

[screen 9]

I found another radio and gave the captain an update. He seemed extremely agitated about the loose specimens, and told me that I had 5 minutes to escape the base before they were going to destroy it with rockets from the ship.

[options]

- Did you escape? *[next]*

- Wait what? *[previous]*

[screen 10]

I found more logs from Doctor Martin Jones, but this time he seemed worried about the specimens he was so happy about earlier. Apparently there had been some sort of accident which couldn't be contained due to the resistances of the creatures. The logs ended suddenly in the middle of a sentence..

[options]

- What happened then? *[next]*
- Back up please *[previous]*

[screen 11]

At this point I started running down a nearby hallway in the hope of getting to the docks and escaping in time. On my way there I passed cells with unearthly noises coming from them. Just as the cell doors started swinging open, I made it to the end of the hallway. I jumped into a boat and headed away from the island at full speed, without looking back.

[options]

- Thanks for telling me *[next]*
- Please repeat *[previous]*

Ghost story – Monitor version

[screen 1]

Personal log:

I woke up early one morning at the military base where I have been staying for the past year. At first I was confused about what was going on, but I soon realized that the base alarm had woken me up. The speaker system on the base warned about a fire in the building but I couldn't see anything from my room in the barracks. Through our radio system I managed to contact a Captain Piccard from a nearby ship. He informed me that something had happened on the base, and ordered me to find out what and report back.

[screen 2]

When I went out into the hallway I saw smoke coming from one of the doors on the floor, but curiously I couldn't see or hear any people around.

I decided to go down to the security office on the next floor to find out what was going on. When I got there I noticed that there were many cupboards and chairs knocked over, and it looked almost as if someone had done it to make a mess on purpose, though some of the things would have been much too heavy for one person to move.

[screen 3]

The security office was also empty, but the chief of security had left a note to himself about picking up a key he had forgotten in the clinic on the next floor. I was going to need that key to get out of the building, and to investigate what had happened.

[screen 4]

At first the clinic looked normal, but when I moved into the surgery rooms I got a shock. It looked like a person had exploded in there, the walls and floor was completely covered in blood. I hurried to a nearby radio and informed Captain Piccard, who told me to carry on. He seemed to know more than he was telling me, since he said it was urgent I continue to the basement.

[screen 5]

Before heading to the basement I noticed a computer near the radio, and on it I found logs made by somebody called Doctor Martin Jones. The logs mentioned experiments being carried out with apparently great success. The doctor mentioned specimens with resistance to cold and disease and he sounded very excited.

[screen 6]

As I got into the basement I noticed more stuff being knocked over, but I still couldn't see any people around. While making my way through the hallways. Suddenly the alarm changed to warn about loose specimens in the building. I didn't know what this meant, but it can't be good. I found another radio and gave the captain an update. He seemed extremely agitated about the loose specimens, and told me that I had 5 minutes to escape the base before they were going to destroy it with rockets from the ship.

[screen 7]

I found more logs from Doctor Martin Jones, but this time he seemed worried about the specimens he was so happy about earlier. Apparently there had been some sort of accident which couldn't be contained due to the resistances of the creatures. The logs ended suddenly in the middle of a sentence.. Probably with the end of the doctor.

[screen 8]

At this point I started running down a nearby hallway in the hope of getting to the docks and escaping in time. On my way there I passed cells with unearthly noises coming from them. Just as the cell doors started swinging open, I made it to the end of the hallway. I jumped into a boat and headed away from the island at full speed, without looking back.

Space story – NPC version

[screen 1]

Hi, would you like to hear a story?

[options]

- Sure *[next]*

[screen 2]

In the year 2075, it was decided to send a manned space ship to the nearest planet outside our own solar system, for the purpose of making a colony there. However, such a trip takes many years so it's not practical to send people in a normal way. We used a newly discovered technology that can dematerialize people and keep them stored as data for a nearly infinite amount of time.

[options]

- What does that mean? *[next]*

[screen 3]

With the dematerialization technology, a 50 year trip through space would be over in the blink of an eye for the traveller.

[options]

- I see, please continue *[next]*

- Wait please repeat *[previous]*

[screen 4]

I was chosen to go on the mission as an engineer of the ship. The ship itself was completely automated, so my work wasn't going to be very difficult. After takeoff I would check the ship, and then again when we got to our destination.

[options]

- That's all? *[next]*
- Back up please *[previous]*

[screen 5]

In the event of a problem along the way, the ship would rematerialize me alone, so I could fix it. However, they assured me that such a situation would be impossible since the ship was capable of handling any situation itself.

[options]

- Did everything go well? *[next]*
- I'm confused *[previous]*

[screen 6]

The launch of the ship went perfectly and we were all dematerialized for storage, while the ship made the long journey. As promised, I didn't feel any time pass at all, before I was rematerialized. At first I thought we had reached our destination, but I soon realized that something was wrong. I was alone, and the ship was completely dark and extremely hot.

[options]

- So what had happened? *[next]*
- Wait what *[previous]*

[screen 7]

I made my way to the bridge of the ship, and there I discovered the source of the heat. We were floating very close to a giant blue star. I tried to start the engines of the ship, but there was no power at all. For some reason nearly all the power aboard the ship had been depleted.

[options]

- Please continue *[next]*
- Go back please *[previous]*

[screen 8]

The ship had managed to use what little it had left to slowly limp towards this giant star, where it could convert heat and radiation into enough power to rematerialize me. It turned out the batteries onboard had been destroyed, so if the ship left the star it would lose power again. The ship could produce new batteries, but it needed various metals to do so, and it was up to me to find some.

[options]

- Did you do it? *[next]*
- I don't understand *[previous]*

[screen 9]

The ship was equipped with a small shuttle, which I decided to take out on a flight to

attempt to find asteroids that could be mined for the metals. When I got outside I noticed that the damage to the ship was to more than just the batteries, the antenna used for navigation and communication was also destroyed.

[options]

- Oh dear *[next]*
- Wait, please repeat *[previous]*

[screen 10]

Luckily the ship was equipped with a bunch of satellites that were to be used when we got to our destination, all of which contained similar antennas. I navigated the shuttle around the ship to the cargo hold and transferred one of the satellites to the shuttle. Then I made my way to a nearby asteroid belt where I found the rest of the materials needed to fix the ship.

[options]

- What happened then? *[next]*
- What did you say before? *[previous]*

[screen 11]

When I got back to the ship with the materials I loaded them into the processing area and let the ships automated systems begin repairs. I then noticed something shocking. Because the ship had to stop on the way and then slowly move towards the giant star, we hadn't been dematerialized for 50 years as was originally planned. Instead we had been dematerialized for nearly 200 years!

[options]

- Shocking! *[next]*
- Could you repeat *[previous]*

[screen 12]

Eventually the ship was repaired and we managed to finish the journey without any more problems. We got to our destination and started a colony, but we have yet to get into contact with Earth.

[options]

- Thanks for the story *[next]*
- Please repeat *[previous]*

Space story – Monitor version

[screen 1]

Personal log:

In the year 2075, it was decided to send a manned space ship to the nearest planet outside our own solar system, for the purpose of making a colony there. However, such a trip takes many years so it's not practical to send people in a normal way. We used a newly discovered technology that can dematerialize people and keep them stored as data for a nearly infinite amount of time. With the dematerialization technology, a 50 year trip through space would be over in the blink of an eye for the traveller.

[screen 2]

I was chosen to go on the mission as an engineer of the ship. The ship itself was completely automated, so my work wasn't going to be very difficult. After takeoff I would check the ship, and then again when we got to our destination. In the event of a problem along the way, the ship would rematerialize me alone, so I could fix it. However, they assured me that such a situation would be impossible since the ship was capable of handling any situation itself.

[screen 3]

The launch of the ship went perfectly and we were all dematerialized for storage, while the ship made the long journey. As promised, I didn't feel any time pass at all, before I was rematerialized. At first I thought we had reached our destination, but I soon realized that something was wrong. I was alone, and the ship was completely dark and extremely hot.

[screen 4]

I made my way to the bridge of the ship, and there I discovered the source of the heat. We were floating very close to a giant blue star. I tried to start the engines of the ship, but there was no power at all. For some reason nearly all the power aboard the ship had been depleted. the ship had managed to use what little it had left to slowly limp towards this giant star, where it could convert heat and radiation into enough power to rematerialize me.

[screen 5]

It turned out the batteries on board had been destroyed, so if the ship left the star it would lose power again. The ship could produce new batteries, but it needed various metals to do so, and it was up to me to find some.

[screen 6]

The ship was equipped with a small shuttle, which I decided to take out on a flight to attempt to find asteroids that could be mined for the metals. When I got outside I noticed that the damage to the ship was to more than just the batteries, the antenna used for navigation and communication was also destroyed.

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Eventually the ship was repaired and we managed to finish the journey without any more problems. We got to our destination and started a colony, but we have yet to get into contact with Earth.