

Narrative Hypermedia

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Narrative <-> Hypermedia

Contradiction in terms!

Narrative: storyline with beginning, middle and end

http://www.uni-koeln.de/~ame02/pppn.htm

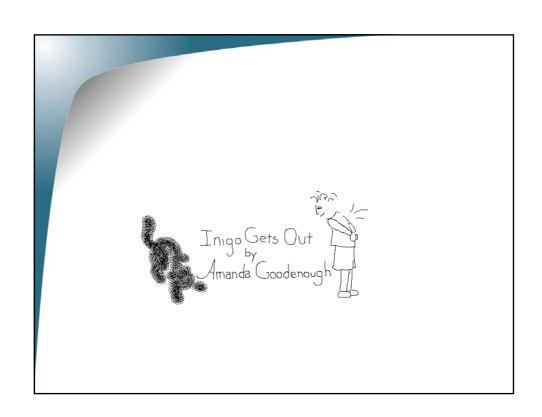
Hypermedia: collection of linked fragments, no required boundary

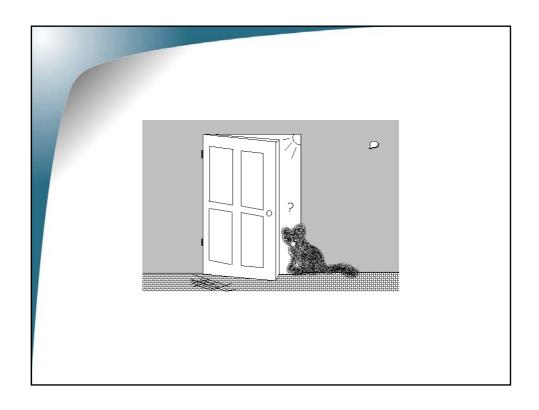
Hypertext community

- Experiments with stories '80s onwards
 - Michael Joyce: Afternoon, a Story 1990
 - Stuart Moulthrop: Victory Garden 1992
 - Shelley Jackson: Patchwork girl 1995
 - M.D. Coverley: Califia 1999

http://en.wikipedia.org/wiki/Hypertext_fiction

- Loops/choice points or events from different perspectives
 - Amanda Goodenough: Inigo Gets Out 1987
- Author can maintain some control by making new material accessible only after reader has read all required passages





Hyperlinks in Film

- Different forms of hyperlinks:
 - Choice points with different scenes
 - Choice points with alternative storylines (Run Lola Run 1998, Sliding Doors 1998, Groundhog Day 1993)
 - Different parallel perspectives (TV movie on different channels)

Hyperlinked comics

Scott McCloud:

Understanding Comics (1993) Reinventing Comics (2000) Making Comics (2006)

Juxtaposition of frames "forces" reader to fill in the gaps, thus developing a "narrative"

http://www.scottmccloud.com

Temporal flow

- A story has a beginning, a middle and an end.
- The events being talked about also have a temporal order these do not have to be the same Arundhati Roy, The God of Small Things
- When constructing a hypermedia narrative challenge is even greater, since author has less control on what the reader reads next
- Luesebrink explains different temporal layers in a story: cognitive time and interface time
- Presentation itself also has time
 Do You Have the Time? Composition and Linking in Time-based
 Hypermedia, Hardman et al.,
 http://doi.acm.org/10.1145/294469.294515

Human->machine

- So far discussed stories/narratives created by humans
- What do we need to understand to allow a computer to do this too?
 - topic of the story
 - intended listener
 - representation of discourse

Discourse model components

- A discourse model has knowledge about:
 - genre composition;
 - discourse structure building;
 - discourse structure population.
- genre: a distinctive type of literary composition that defines characteristic attributes of this composition e.g. a flow of discourse.
- discourse structure: identifies the flow of discourse by specifying concepts and their order plus situation of these concepts within sections and subsections.
- order: a meaningful order based on semantic relations between items
- A generation process uses knowledge in the discourse model to generate a final presentation

The Role of Genre

- Genres differ in discourse flows
 - Essay, biography: informative genres, oriented on providing information
 - Newspaper article: stronger narrative structure in which climax is essential
- Different mechanisms are required to support different genres
 - Essay, biography: find a set of relevant concepts, decide in what order they should be presented
 - Newspaper article: identify climax, find relevant concepts

Falkovych & Bocconi, Creating a Semantic-based Discourse Model for Hypermedia Presentations: (Un)discovered Problems http://www.cwi.nl/~media/publications/HTW05Falkovych.pdf

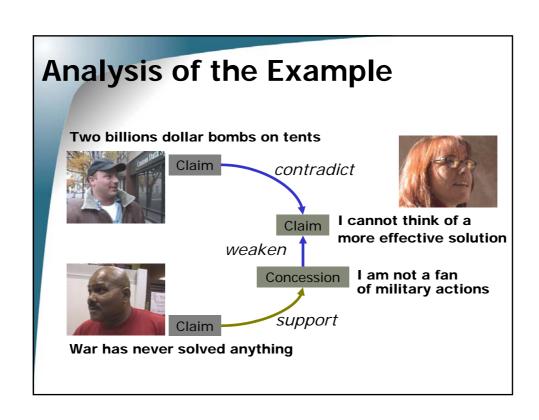
Rhetorical Annotations for Video Documentaries

- Thesaurus contains:
 - Terms 155
 - Relations between terms: similar 72, opposite 108, generalization 10, specialization 10
 - E.g. war *opposite* diplomacy
- 1 hour video annotated: 15 interviews, 120 statements

Argument generation in video

- Vox Populi
- Database of video clips
- Annotated with topic and agree/disagree
- Argumentation model (Toulmin)
- User specifies query and video sequence generated
- Stefano Bocconi et al., ICME 2005
 Using Rhetorical Annotations for Generating Video Documentaries



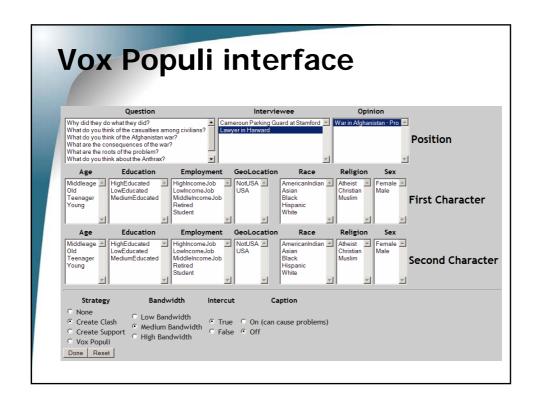


Video Sequence Generation Process

Using the thesaurus, generate related statements and query the repository

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e.g. "war best solution"
"diplomacy best solution"
"war not solution"
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- Create a graph of related statements
 - Nodes are the statements (video segments), edges are either support or contradict



Conclusions

Hypermedia narrative is still an experimental art form

Marc Bernstein

http://www.eastgate.com/

Online magazine Tekka

http://www.eastgate.com/catalog/Tekk

a.html

Online writing centre http://trace.ntu.ac.uk