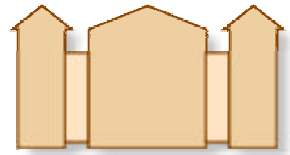


## Generating multimedia presentations: It's all in the game

prof. dr. Lynda Hardman  
dr. Frank Nack



Multimedia and Human-Computer Interaction

## Advantage of games

User becomes immersed in the gaming environment

- high concentration
- long attention span
- enthusiastic
- happy to invest time and energy to learn game

## Shoot 'm up!



Brody Condon, 2001, *Gunship Ready*

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## Build your own



**Age of Kings**



**Zoo Tycoon**

**Sim City, SIMS, Grand theft auto**

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## Added narrativity



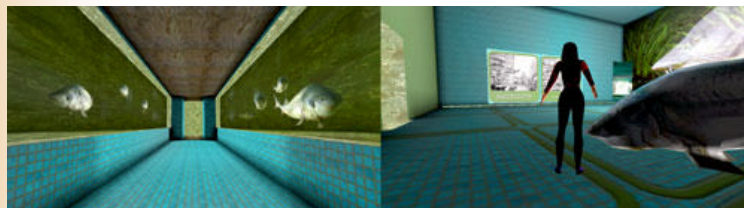
Myst  
Raven, Exile



Putt-Putt Redt de Zoo

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## Narrative-based informative presentations



Expositur—a virtual knowledge space  
by Mathias Fuchs and Sylvia Eckermann.


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## What provides immersion?

- Direct interactivity
  - Kill or be killed
  - Goal and reward, named high score, reaching next level
  - These are so closely related they cannot be distinguished
- Narrativity
  - Goal is to find the treasure or free the captive
  - On the way
    - relate to characters
    - “become” the main character
  - Reward is finding the treasure or freeing the captive

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## Generated multimedia presentation



RealOne Player  
media.cmi.nl/cocoon/cuypers/arta/selectform-process  
1328kbps 0:00 / 0:50

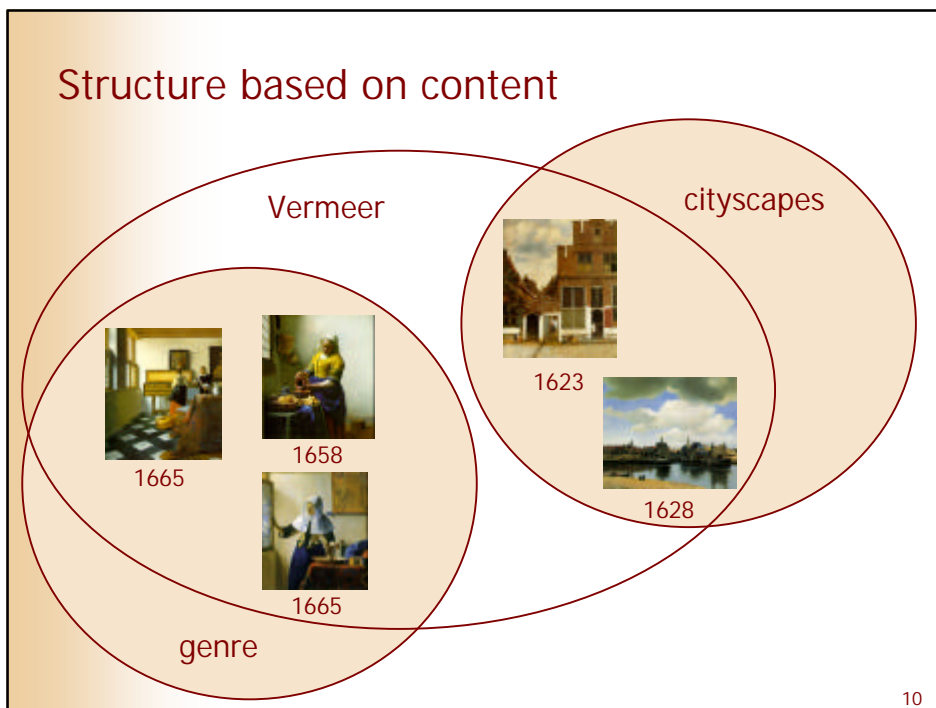
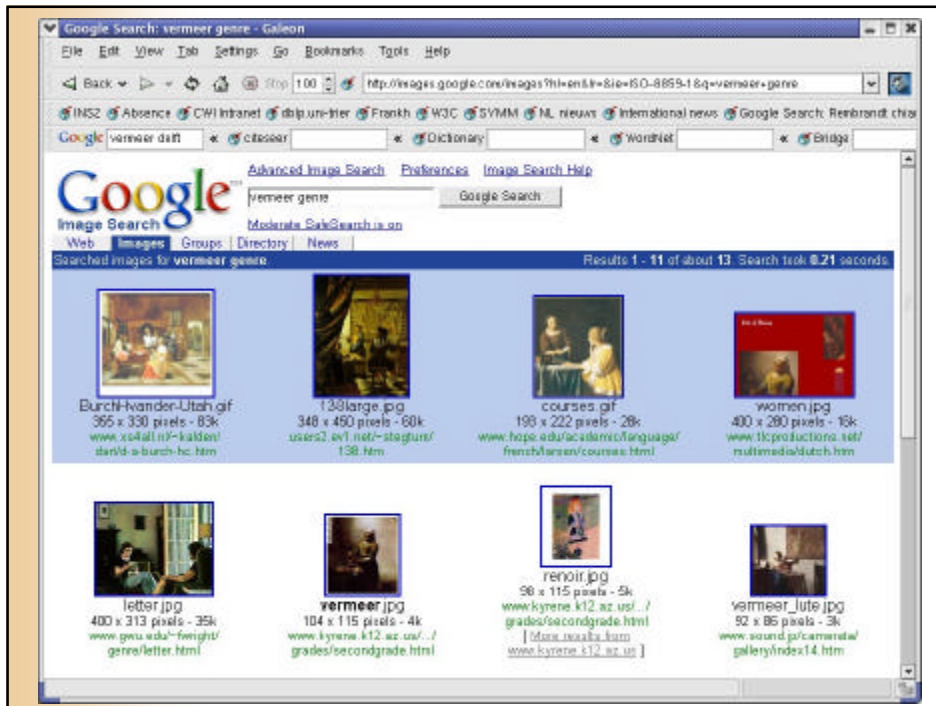
Genre painting and Johannes Vermeer



**Genre**  
Genre paintings, drawings or prints depict people in their everyday surroundings, at home, in a café or at work. They appear to be painted from life, but in reality were usually thought up in the artist's studio. Sometimes (but not always!) they contain a moral lesson. In some works the message is clear, in other cases the viewer has to make an effort to interpret the picture. Often, however, these household scenes are simply decorative paintings designed to entertain and amuse.

The Kitchen Maid (c. 1658)

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## Conclusions

- Games environments
  - User immersed in environment (concentration, motivation)
  - Narrative used to different degrees
- Generate multimedia presentations
  - Aim to structure information on narrative principles
  - Thus gaining advantages of concentration and motivation

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## Our research is supported by

- NWO **I<sup>2</sup>RP** ToKeN2000  
Intelligent Information Retrieval and Presentation
- NWO **CHIME** ToKeN2000  
Cultural Heritage in an Interactive Multimedia Environment
- NWO **NASH**  
Networked Adaptive Structured Hypermedia
- Telematica Instituut **Topia**
- Painting images and descriptions courtesy of Rijksmuseum, Amsterdam

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