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 Shakespeare and Virtual Reality
 Recapture
 Human-Centered Design for Virtual Reality

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FITZPATRICK TYLER

Cinematic Virtual Reality U of Nebraska Press

This book sets out cutting-edge new research and examines future prospects on 360-degree video, virtual reality (VR), and augmented reality (AR) in journalism, analyzing and discussing virtual world experiments from a range of perspectives. Featuring contributions from a diverse range of scholars, Immersive Journalism as

Storytelling highlights both the opportunities and the challenges presented by this form of storytelling. The book discusses how immersive journalism has the potential to reach new audiences, change the way stories are told, and provide more interactivity within the news industry. Aside from generating deeper emotional reactions and global perspectives, the book demonstrates how it can also diversify and upskill the news industry. Further contributions address the challenges, examining how immersive storytelling calls for reassessing issues of journalism ethics and truthfulness, transparency, privacy, manipulation, and surveillance, and questioning what it

means to cover reality when a story is told in virtual reality. Chapters are grounded in empirical data such as content analyses and expert interviews, alongside insightful case studies that discuss Euronews, Nonny de la Peña's Project Syria, and The New York Times' NYTVR application. This book is written for journalism teachers, educators, and students, as well as scholars, politicians, lawmakers, and citizens with an interest in emerging technologies for media practice. The Open Access version of this book, available at <http://www.taylorfrancis.com/books/e/9780367713294>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0

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The Johns Hopkins Guide to Digital Media
Taylor & Francis

Cinematic Virtual Reality brings a combination of documentary, narrative and game design principles to the medical profession and, in the healthcare arena, collaboration is a key component for creating intellectually- and emotionally-rich immersive experiences. "The Power of Virtual Reality Cinema for Healthcare Training" gathers more than a dozen experts from both the production and healthcare fields to break down best practices for creating successful cine-VR projects. Designed for multi-disciplinary teams interested in integrating cine-VR production into their healthcare training and educational programs, this book has been written for two audiences: the healthcare professional interested in what production experts consider when approaching a project, and the media expert curious about how this new technology can be used in the medical field. Highlights include: Cutting edge medical education techniques developed by Ohio University's GRID Lab, including: PREality (creating a forced sense of *deja-vu* to increase acclimation time), a unique approach to eye-tracking to enhance team performance, and the low-CRIS technique (a low-cost rapid implementation strategy to capture patient care for rapid graduate student training). Insightful production techniques that will enhance your cine-VR projects including advanced plating methods to hide lighting set-ups, immersive audio considerations, and new ways to consider 360 storytelling including the Lovrick montage and the Christmas Carol continuum for story development. Detailed explanations of the production considerations and results of specific cine-VR productions (from funding approaches to distribution) including access to more than five hours of cine-VR examples of the actual productions available for download. Details on a wide variety of medical cine-VR projects, including 100 images that illustrate best practices for topics such as recording in active medical facilities, building successful multi-disciplinary teams, working within HIPAA regulations, conceptualizing cine-VR libraries for graduate education, and implementing innovative distribution models.

Playing with Feelings Morgan & Claypool
Highlights key research currently being undertaken within the field of telepresence, providing the most detailed account of the field to date, advancing our understanding of a fundamental property of all media - the illusion of presence; the sense of "being there" inside a virtual

environment, with actual or virtual others. This collection has been put together by leading international scholars from America, Europe, and Asia. Together, they describe the state-of-the-art in presence theory, research and technology design for an advanced academic audience.

Immersed in Media provides research that can help designers optimize presence for users of advanced media technologies such as virtual and augmented reality, collaborative social media, robotics, and artificial intelligence and lead us to better understand human cognition, emotion and behaviour.

From Illusion to Immersion Springer
This book constitutes the refereed proceedings of the 9th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCI 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 45 papers presented in this volume were organized in topical sections named: developing virtual and augmented environments; interaction techniques in VAMR; VAMR in education and training; virtual worlds and games; user experience in VAMR; and health issues in VR.

English as a Global Language Springer
Nature
How filling life with play-whether soccer or lawn mowing, counting sheep or tossing Angry Birds -- forges a new path for creativity and joy in our impatient age Life is boring: filled with meetings and traffic, errands and emails. Nothing we'd ever call fun. But what if we've gotten fun wrong? In *Play Anything*, visionary game designer and philosopher Ian Bogost shows how we can overcome our daily anxiety; transforming the boring, ordinary world around us into one of endless, playful possibilities. The key to this playful mindset lies in discovering the secret truth of fun and games. *Play Anything*, reveals that games appeal to us not because they are fun, but because they set limitations. Soccer wouldn't be soccer if it wasn't composed of two teams of eleven players using only their feet, heads, and torsos to get a ball into a goal; Tetris wouldn't be Tetris without falling pieces in characteristic shapes. Such rules seem needless, arbitrary, and difficult. Yet it is the limitations that make games enjoyable, just like it's the hard things in life that give it meaning. Play is what happens when we accept these limitations, narrow our focus, and, consequently, have fun. Which is also how to live a good life. Manipulating a soccer

ball into a goal is no different than treating ordinary circumstances- like grocery shopping, lawn mowing, and making PowerPoints-as sources for meaning and joy. We can "play anything" by filling our days with attention and discipline, devotion and love for the world as it really is, beyond our desires and fears. Ranging from Internet culture to moral philosophy, ancient poetry to modern consumerism, Bogost shows us how today's chaotic world can only be tamed-and enjoyed-when we first impose boundaries on ourselves.

The Power of Virtual Reality Cinema for Healthcare Training Springer
Virtual Reality Filmmaking presents a comprehensive guide to the use of virtual reality in filmmaking, including narrative, documentary, live event production, and more. Written by Celine Tricart, a filmmaker and an expert in new technologies, the book provides a hands-on guide to creative filmmaking in this exciting new medium, and includes coverage on how to make a film in VR from start to finish. Topics covered include: The history of VR; VR cameras; Game engines and interactive VR; The foundations of VR storytelling; Techniques for shooting in live action VR; VR postproduction and visual effects; VR distribution; Interviews with experts in the field including the Emmy-winning studios Felix & Paul and Oculus Story Studio, Wevr, Viacom, Fox Sports, Sundance's New Frontier, and more.

Cyberspace Textuality Routledge
Teaching Shakespeare through performance has a long history, and active methods of teaching and learning are a logical complement to the teaching of performance. Virtual reality ought to be the logical extension of such active learning, providing an unrivalled immersive experience of performance that overcomes historical and geographical boundaries. But what are the key advantages and disadvantages of virtual reality, especially as it pertains to Shakespeare? And more interestingly, what can Shakespeare do for VR (rather than vice versa)? This Element, the first on its topic, explores the ways that virtual reality can be used in the classroom and the ways that it might radically change how students experience and think about Shakespeare in performance.

Emotion by Design JHU Press
In this important contribution to narrative theory, Marie-Laure Ryan applies insights from artificial intelligence and the theory of possible worlds to the study of narrative and fiction. For Ryan, the theory of possible worlds provides a more nuanced

way of discussing the commonplace notion of a fictional "world," while artificial intelligence contributes to narratology and the theory of fiction directly via its researches into the cognitive processes of texts and automatic story generation. Although Ryan applies exotic theories to the study of narrative and to fiction, her book maintains a solid basis in literary theory and makes the formal models developed by AI researchers accessible to the student of literature. By combining the philosophical background of possible world theory with models inspired by AI, the book fulfills a pressing need in narratology for new paradigms and an interdisciplinary perspective.

Intimacy and Immediacy in

Contemporary Performance BRILL

The impact of public narratives has been so broad (including effects on beliefs and behavior but extending beyond to emotion and personality), that the stakeholders in the process have been located across disciplines, institutions, governments, and, indeed, across epochs. *Narrative Impact* draws upon scholars in diverse branches of psychology and media research to explore the subjective experience of public narratives, the affordances of the narrative environment, and the roles played by narratives in both personal and collective spheres. The book brings together current theory and research presented primarily from an empirical psychological and communications perspective, as well as contributions from literary theory, sociology, and censorship studies. To be commensurate with the broad scope of influence of public narratives, the book includes the narrative mobilization of major social movements, the formation of self-concepts in young people, banning of texts in schools, the constraining impact of narratives on jurors in the court room, and the wide use of education entertainment to affect social changes. Taken together, the interdisciplinary nature of the book and its stellar list of contributors set it apart from many edited volumes. *Narrative Impact* will draw readership from various fields, including sociology, literary studies, and curriculum policy. Providing new explanatory concepts, this book: *is the first account on the psychology of narrative persuasion and brings together the relevant conceptualizations from within various sectors of psychology together with the major issues that concern cognate disciplines outside of psychology; *focuses on understanding the mechanisms that underlie the power of public narratives to achieve broad historical and social changes; *offers

breakthroughs to the future: the role of "presence" in virtual reality narratives; the role of "zines" in females' fashioning of their selves; and the central role of imagery in transportation into narrative worlds; *explains varying roles of emotion in narrative immersion; and *addresses the growing blurring of fact and fiction: mechanisms and implications for beliefs and behavior.

Virtual Art Springer Nature

The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

Immersive Theatres MIT Press

The immersive work titled *Story/Space* explores the relationship of setting and story through the technology of virtual reality by creating a participatory experience in digital spaces that recounts a childhood memory. The work proposes a new perspective on the role of the scene in an agency-driven narrative, one that considers the affordances of virtual reality to expand narrative possibilities through a sense of presence and immersion. Through the design of key elements—sound, interaction and visual detail—that are focused on creating presence, the spaces themselves become storytellers. The result is an experience co-authored by artist and immersant that interactively moves through the wonders of a world inspired by childhood imagination, reconciling youthful abandon with mature perspective and insight.

Narrative Absorption Taylor & Francis

Sorts out both traditional and recent narrative theories, providing the necessary skills to interpret any story that comes along.

Narrative as Virtual Reality 2 Routledge

Is there a significant difference in attitude between immersion in a game and immersion in a movie or novel? The author demonstrates in this book that the

questions raised by new, interactive technologies have their precursors and echoes in pre-electronic literary and artistic traditions.

Handbook of Narrative Analysis Macmillan International Higher Education
Explorations of the new frontiers of cybertext and cyberspace culture.

How Games Move Us JHU Press

How gaming intersects with systems like history, bodies, and code Why do we so compulsively play video games? Might it have something to do with how gaming affects our emotions? In *Playing with Feelings*, scholar Aubrey Anable applies affect theory to game studies, arguing that video games let us "rehearse" feelings, states, and emotions that give new tones and textures to our everyday lives and interactions with digital devices. Rather than thinking about video games as an escape from reality, Anable demonstrates how video games—their narratives, aesthetics, and histories—have been intimately tied to our emotional landscape since the emergence of digital computers. Looking at a wide variety of video games—including mobile games, indie games, art games, and games that have been traditionally neglected by academia—Anable expands our understanding of the ways in which these games and game studies can participate in feminist and queer interventions in digital media culture. She gives a new account of the touchscreen and intimacy with our mobile devices, asking what it means to touch and be touched by a game. She also examines how games played casually throughout the day create meaningful interludes that give us new ways of relating to work in our lives. And Anable reflects on how games allow us to feel differently about what it means to fail. *Playing with Feelings* offers provocative arguments for why video games should be seen as the most significant art form of the twenty-first century and gives the humanities passionate, incisive, and daring arguments for why games matter. [The Impact of Virtual and Augmented Reality on Individuals and Society](#) U of Nebraska Press
Narrative as Virtual Reality 2 Revisiting Immersion and Interactivity in Literature and Electronic Media JHU Press
[Immersion and Interactivity in Literature and Electronic Media](#) JHU Press
We are witnessing a revolution in storytelling. Publications all over the world are increasingly using immersive storytelling--virtual reality, augmented reality and mixed reality--to tell compelling stories. The aim of this book is to distill the lessons learned thus far into a

useful guide for reporters, filmmakers and writers interested in telling stories in this emerging medium. Examining groundbreaking work across industries, this text explains, in practical terms, how storytellers can create their own powerful immersive experiences as new media and platforms emerge.

Methods and Principles for Crafting Immersive Narratives Taylor & Francis Interactive Narratives and Transmedia Storytelling provides media students and industry professionals with strategies for creating innovative new media projects across a variety of platforms. Synthesizing ideas from a range of theorists and practitioners across visual, audio, and interactive media, Kelly McErlean offers a practical reference guide and toolkit to best practices, techniques, key historical and theoretical concepts, and terminology that media storytellers and creatives need to create compelling interactive and transmedia narratives. McErlean takes a broad lens, exploring traditional narrative, virtual reality and augmented reality, audience interpretation, sound design, montage, the business of transmedia storytelling, and much more. Written for both experienced media practitioners and those looking for a reference to help bolster their creative toolkit or learn how to better craft multiplatform stories, Interactive Narratives and Transmedia

Storytelling serves as a guide to navigating this evolving world.

Understanding Virtual Reality Morgan Kaufmann

"Narrative Complexity is an interdisciplinary volume that explores aesthetic, cognitive, and technological aspects of narrative complexity. This volume offers a new conceptual framework for the study of narrative complexity"--

History, Theory and Practice John Benjamins Publishing Company An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum

illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Prima Porta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 The Battle of Sedan, Grau shows how immersion produced emotional responses. He traces immersive cinema through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.