



# NARRATIVE, PLAY, AND THE REAL WORLD

## Authoring Tangible Narratives

OE2224



### INSTRUCTOR

#### **DANIEL RICARDO ECHEVERRI GIRALDO**

Faculty of Informatics, Masaryk University

I hold a BFA in Graphic Design, an MFA in Visual Communication, and a Ph.D. in Design. I am an Assistant Professor at Masaryk University. My research interests are at the intersection between Interaction Design and Visual Communication, specifically the design of tangible interactive narrative experiences.

<http://www.danielecheverri.co>

### OVERVIEW

This workshop presents the basic concept of tangible narratives as interactive experiences that merge digital and tangible aspects of the narrative experience. It focuses both on the conceptual and authoring aspects of tangible narratives. It is divided into four sessions that combine theory and practice. Session one presents basic concepts of narrative and interaction. Session two focuses on the materiality of interaction and artifacts for storytelling. Session three discusses narrative architecture and structure. And session four concludes with an overview of how play and narrative relate to each other. Through each session, the participant develops aspects of their tangible narrative.

### OBJECTIVE

Participants will learn about the narrative and functional aspects of designing interactive narratives, not limited to games, but other forms of interactive narratives like playable stories, playable media, not-games, and other expressions of non-linear narrative. The participants will also acquire knowledge on principles brought from the study of human-computer interaction, particularly tangible and embodied interaction, as well as concepts related to play, playful behavior, make-believe play. Ultimately, the workshop intends to provide the participants with basic knowledge and skills on authoring, designing, and developing tangible narratives and other forms of interactive narratives.

### METHODOLOGY

For this workshop, I propose a reading assignment initially before the workshop to contextualize the participants and combining lecture methods supported by audiovisual material with other “designerly” and studio-based teaching methods. These methods for the creation of interactive experiences include in-class critiques (both instructor-participant and participant-participant) scenarios and role-playing prototyping/sketching, user testing, and break-out and creative sessions between participants.

### KEYWORDS

Tangible Interactive Narratives, Interactive Storytelling, Playable Media, Practice-led Research

### WORKSHOP MODE

Online

February 14 - 25, 2022  
[openelective.nid.edu](http://openelective.nid.edu)