

The Space in Between

Marian Ursu

22 May 2014
CWI, Amsterdam



Cluj-Napoca



Uxbridge



London



York



computer
science



artificial
intelligence



creative
computing



interactive
media

social interaction and storytelling

part 1
forms of social interaction and storytelling

the eternal chat ...



everyday chat



social games



performance



sharing memories and telling stories



watching well crafted stories



daily chat



social games



memories and stories



television

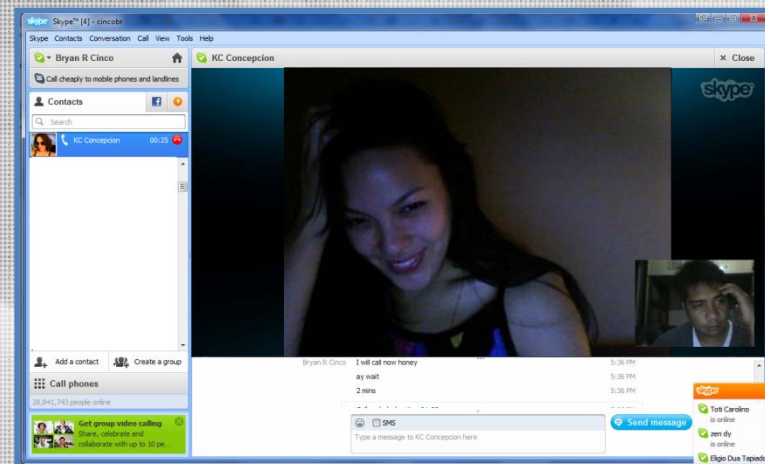


theatre and live performance



part 2
the rise of video in social interaction and storytelling

video chat



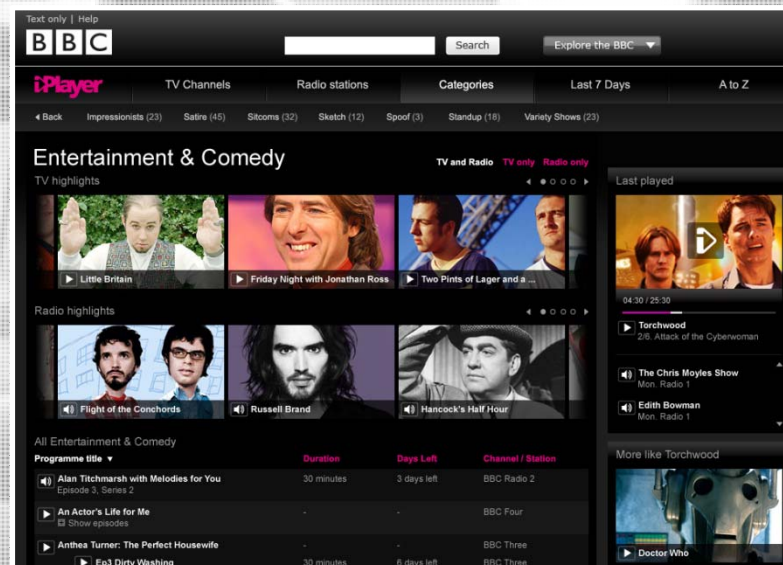
realistic games



sharing video clips

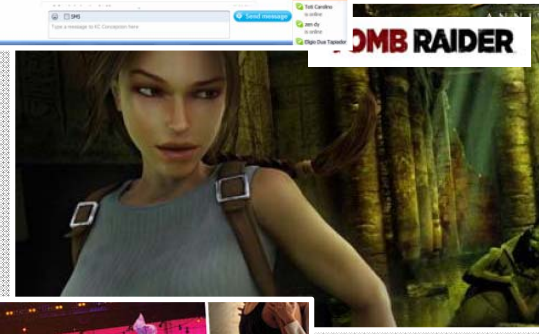
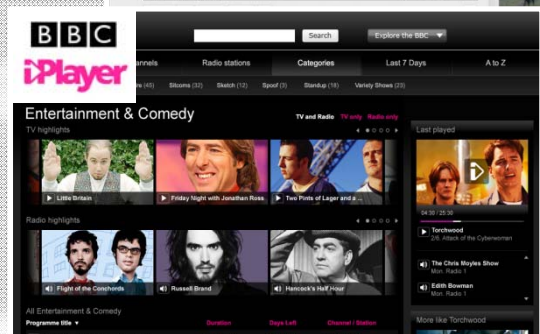


interactive TV and VoD



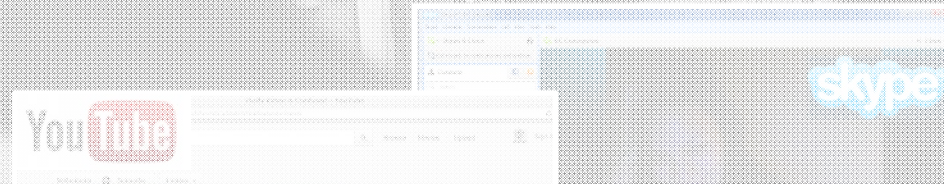
the performance, *live* in cinemas



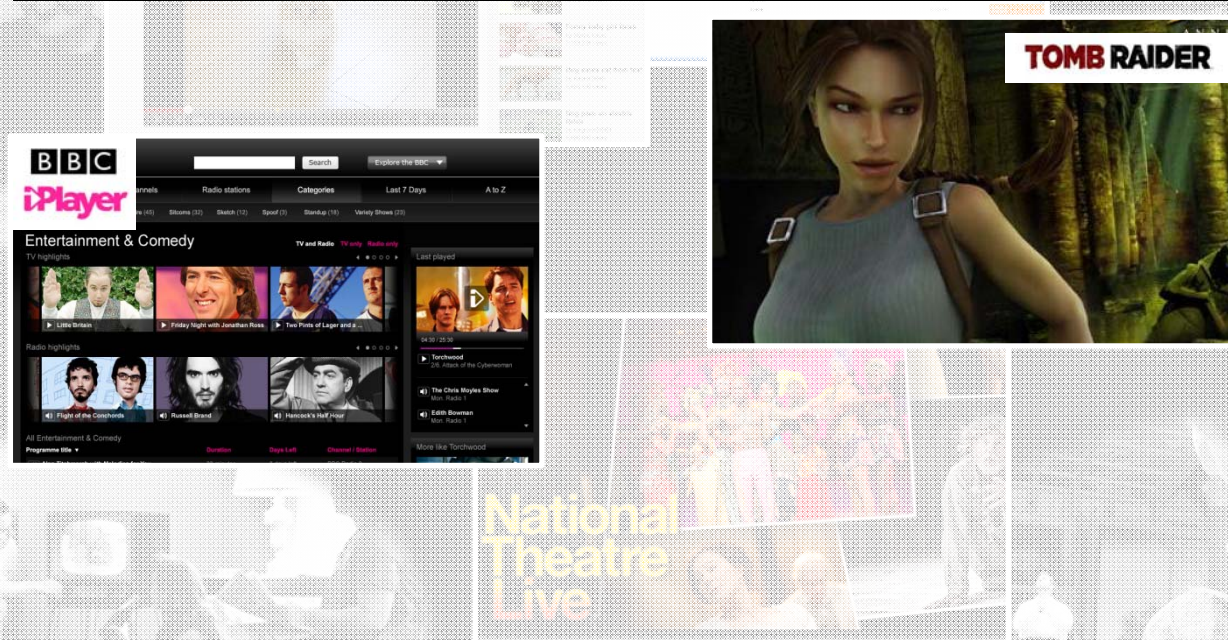


part 3

the rise of research in video-mediated social interaction and storytelling



professionally authored interactive video narratives



interactive video narratives



Accidental Lovers

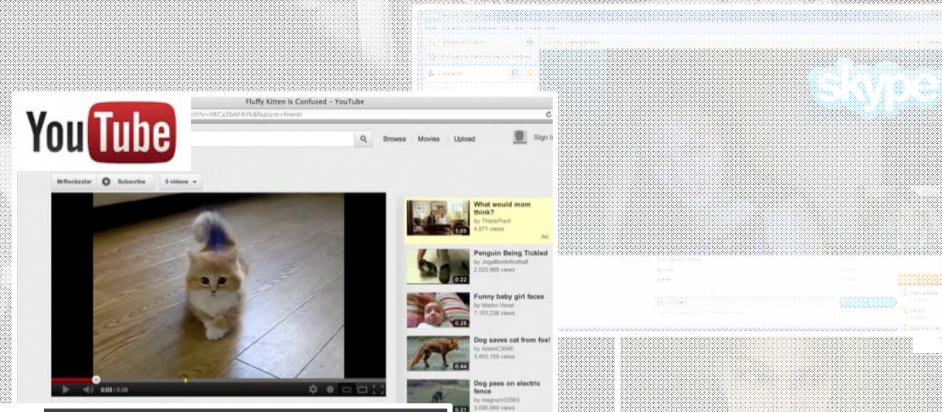
YOUR TEXTMESSAGE CAN CHANGE DESTINY | SEND YOUR MESSAGE TO 17113



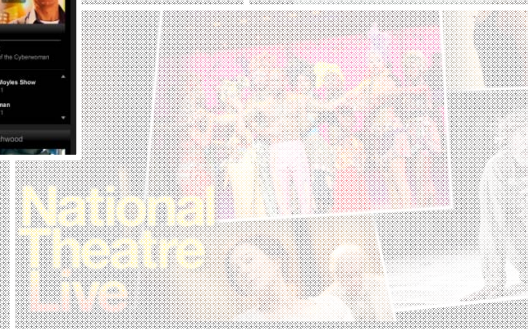
I'm glad to be here. I'm always on the channel, so this is really a pleasure!



Well then, let's dive into the questions.



interactive narratives and UGC



sharing stories not clips

MyVideos school orchestra



1 subjects

drag and drop your movie subjects onto panels in order of importance

people instruments events



2 style

select movie style



song
compilation

3

enter movie duration

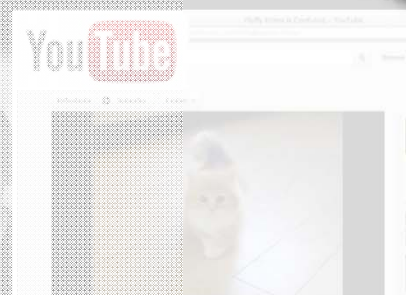
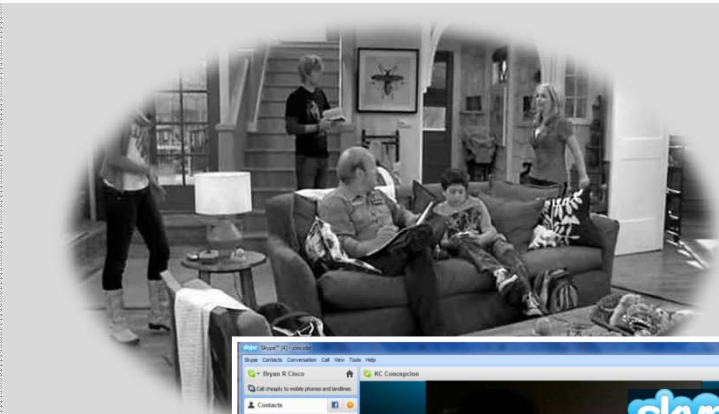
0 0 1 mins

4 preview

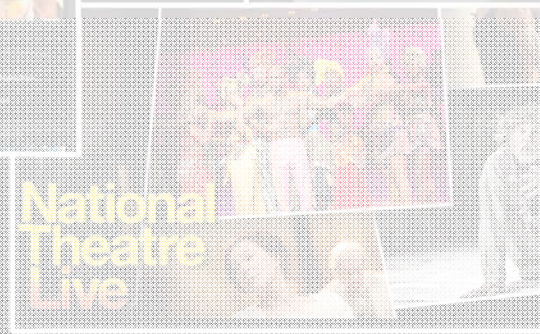
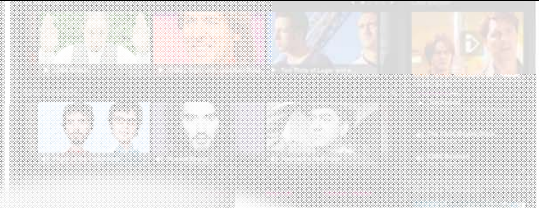
hit go to preview

GO

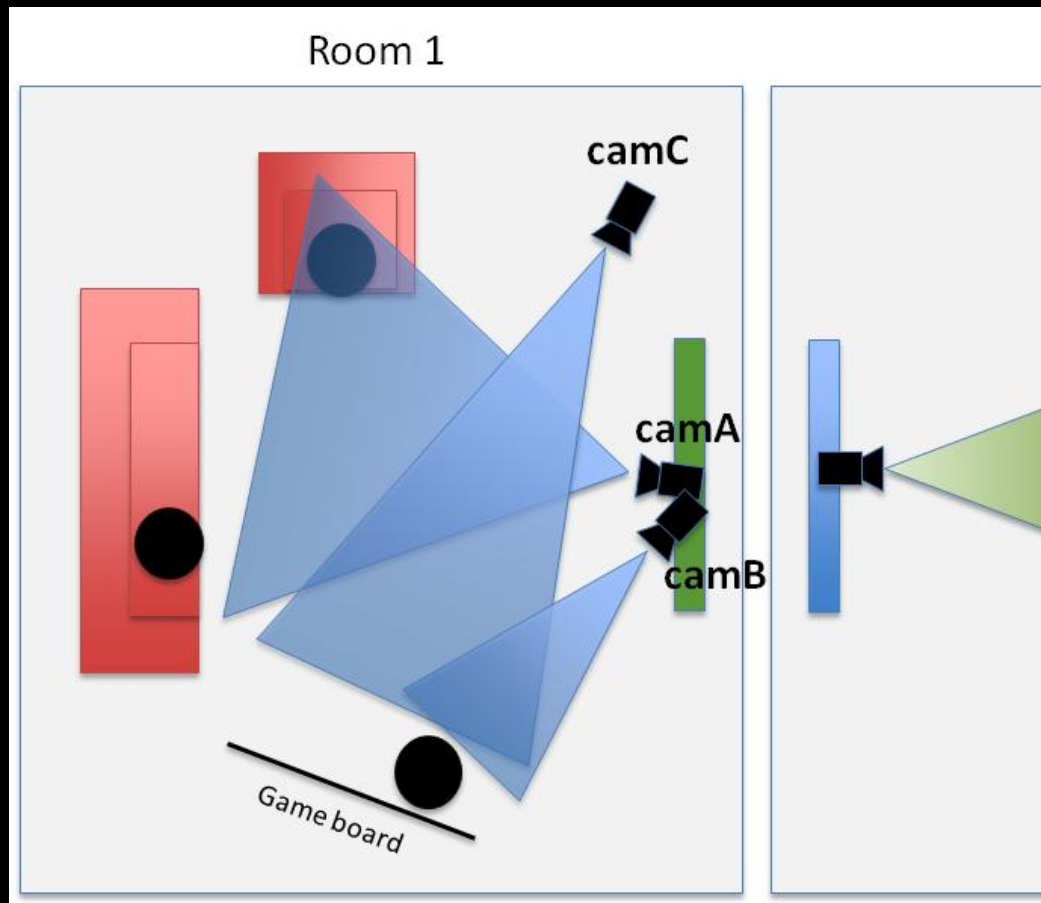


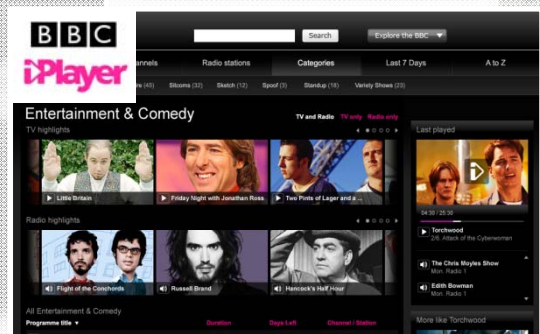
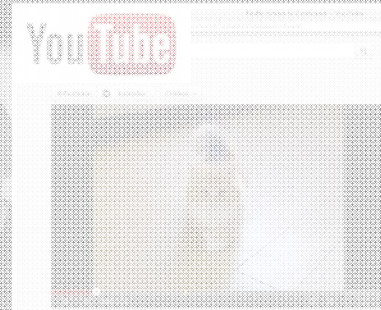


friends and family natural conversations
and social games

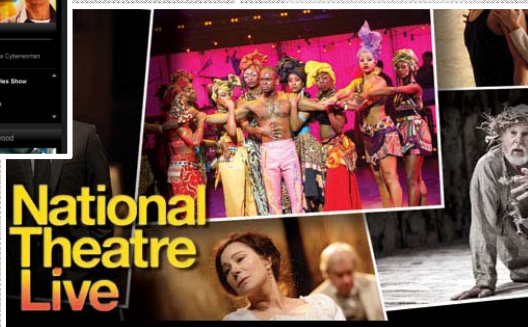


smart video communication systems for social groups

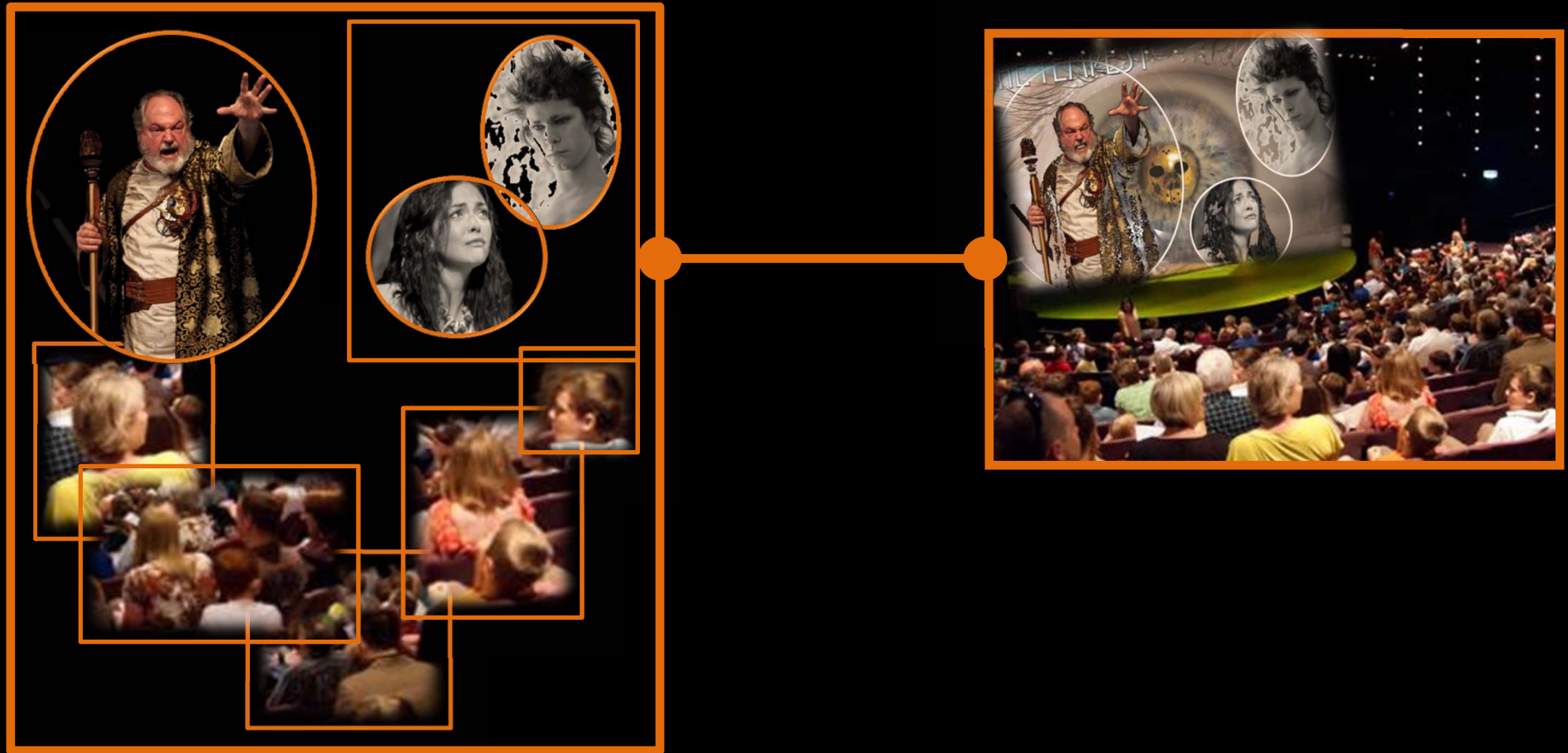


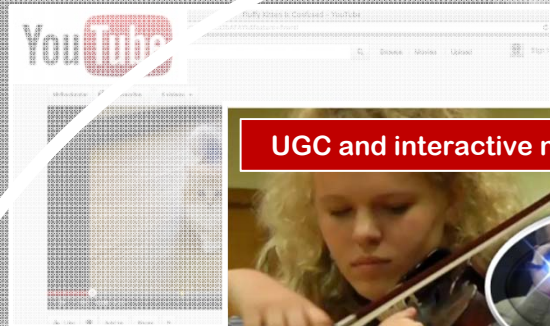


mediated performances to remote audiences

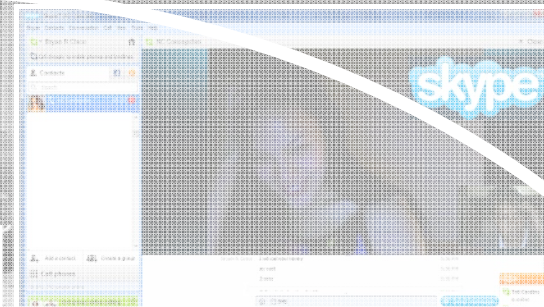


mediated performance to remote audiences





UGC and interactive narratives



smart group video communication



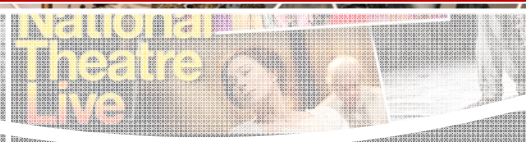
games and interactive narratives



interactive film and TV narratives



mediated performance and remote audiences



- smart live video communication and telepresence for social groups ●
 - film-realistic games and interactive narratives ●
- video-mediated performance and remote distributed audiences ●
 - interactive film and TV narratives ●
- user generated content and interactive narratives ●

are aspects of one continuous space

NARRATIVE VIDEO INTERACTION

it is currently still largely unexplored

it is here where new forms of interaction and creative expression arise

all the systems that support such forms of interaction must display some sort of
context awareness ● intelligence ● decision making ability

acknowledgements

