Digital Ghost Stories: Storytelling in 3D Interactive Space

Workshop will be held in English

This workshop will focus on the design and development of interactive environments for storytelling. Drawing on principles of interaction design and scenographic practice from the theatre, we will discuss the advantages and pitfalls of 3D as a medium while creating an immersive environment.

The course will consist of 5 days which will be divided roughly into half discussion and half hands-on production work in a studio-style. Students will be expected to work in groups to develop a prototype 3D environment using Unity 3D and Oculus Rift, around the theme of *Ghost Stories.*

Suggested Readings:

The Untold Story of Magic Leap, the World's Most Secretive Startup
"People remember VR experiences not as a memory of something they saw but as something that happened to them."
http://www.wired.com/2016/04/magic-leap-vr/

Uninvited Guests: Ghosts as Technical Phenomena
"Because we want to have a future where we don't just try and design for the best possible circumstance, because realistically the world's messy enough as it is"
http://opentranscripts.org/transcript/uninvited-guests/

Is the Oculus Rift Sexist?
"What I want to know, and what I hope someone will help me discover, is whether or not biology plays a fundamental role in shaping people's experience with immersive virtual reality."
http://qz.com/192874/is-the-oculus-rift-designed-to-be-sexist/

The Limits of Virtual Reality: Debugging the Empathy Machine
"The Machine to be Another is situated between art installation and scientific experiment into empathetic feeling."
http://docubase.mit.edu/lab/case-studies/the-limits-of-virtual-reality-debugging-the-empathy-machine/

Bio:
Dr. Andrew Sempere is the principal of Digital Scenographic, specializing in the creation of interactive technologies for stage and screen. He recently completed a 2D interactive story called *Summer of Darkness* commemorating the summer of 1816, during which the world saw the creation of the ghost stories *The Vampyr* and *Frankenstein*. He works most often developing technology for stage productions. Andrew has worked at IBM Research, holds a PhD from EPFL, a Masters of Media arts and Science from the MIT Media Lab and a Bachelors in Fine Art from the School of the Art Institute of Chicago.