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Digital Storytelling: A Creator's Guide To Interactive Entertainment



Synopsis

Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences. The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves. This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

Book Information

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Customer Reviews

If you are interested in digital storytelling, there is much to love in this book including:*

comprehensive content ~ explores structure, characters, social media, promotion & advertising, video games, mobile devices & apps, electronic kiosks and working as a digital storyteller including others* helpful lists in each chapter ~ some favorites include: basic ingredients of interactivity p.64; 10 new tools of interactivity p.83; critical story path p.120 and guidelines for creating a new project

p.187 and 10 step development checklist* helpful resource ~ refers you to articles, books, youtube videos, and organizations pertinent to each topic* well-organized ~ layout is excellent (albeit print a tad small) with questions at the beginning of each chapter, conclusion at end and questions and projects appropriate for classroom use Really enjoyed the information on transmedia digital story telling. This book is 500+ pages - it is written in an easy, conversational style and you can read the chapters which most interest you. I found I could read 3-4 chapters at a time and then needed time to think about the content. The author, in early chapters, discusses the ingredients of regular storytelling and then described the added features of digital storytelling and how they relate. If this topic is fairly new to you, you will learn a lot from this book. You will learn how video games are designed and how cohesion is achieved when you have tangential plots. The difference between structure and plot of games is well defined. There are great quotes by industry insiders. One is that games have a sweet spot. A designer Greg Roach describes: "These granules of information can be character, atmosphere, or action.

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