STORYCODE™

Immersive Media Dispatch: December 2014

Immersive Storytelling:
StoryCode is an open-source, global community for emerging and established cross-platform and immersive storytellers.

StoryCode News

It's the end of 2014, a great year for us at StoryCode, and for our creators, who are constantly experimenting with the myriad forms of storytelling which continue to proliferate.

We are excited to announce that StoryCode Boston will be co-hosting a Data Story Hackathon at MIT January 23-25, email boston@storycode.org if you are interested in participating. More info will be posted on storycode.org soon!

This year saw the raging of a culture war sparked by a very simple piece of technology - Twine. Yes, that is a reference to #GamerGate, which has left the confines of gamer and tech circles and emerged as a massive internet culture moment.

#GamerGate was set off by reactions to game designer Zoe Quinn's game, Depression Quest. A moving journey into the experience of depression, DQ was built on Twine, one of the most accessible game engines and a favorite among designers building games around difficult stories and emotions.

The not-so-radical idea that games can be as varied in content as other storytelling platforms is unbelievably just beginning to take hold. And no matter how hard any group tries to hold on to "gaming" as they know and love it, it will evolve. Like all storytelling.

Upcoming StoryCode Chapter Events:

StoryCode Los Angeles
Karim Ahmad / FUTURESTATES
December 4, 2014 - 7:30pm

StoryCode New York City
StoryCode NYC Holiday Social
December 9, 2014 - 6:30pm

Of Note

Five Minutes: Interactive Film

is Five Minutes a zombie game or a branded interactive film? It's actually a bit of both. This project was created by Unit9 with support from watch brand G-Shock. As the main character fights to survive the zombie apocalypse the viewer must complete a series of tasks designed to keep him

focused. Only if the viewer is successful and the main character retains his memories will he remain alive.

http://www.fiveminutes.gs/

Google Spotlight Stories: Interactive Film

Google Spotlight Stories is a new technology hoping to provide a new storytelling canvas specifically for mobile. The Spotlight Stories Player (only for Android users right now) uses the latest advances in 3D graphics to deliver immersive and interactive short stories in real-time. Users are given control of the camera so they can explore the full scene, and thus, every viewing is different.

**http://googlespotlightstories.com/**

The Doghouse: Interactive Film

The Doghouse is an interesting blend of interactive theater and film. A dining table with chairs is placed in the middle of a white room. The table is set for five, and on each plate is placed an Oculus Rift headset and headphones. You sit down, put on the headset and headphones, and instantly you establish a connection between the perceived and the perceiver, between fiction and reality, between then and now, as seen from each character's different perspective.

http://www.hanhan.dk/film/skammekrogen--the-doghouse/
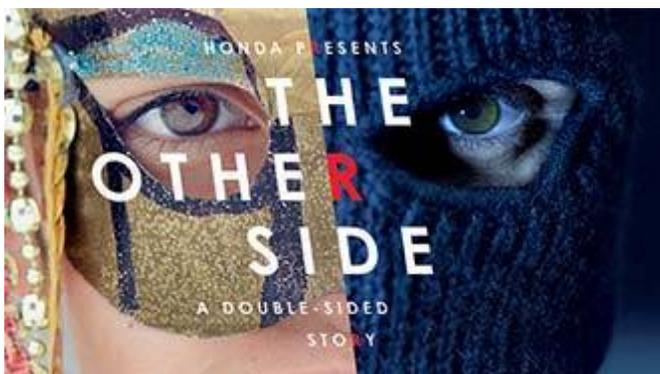
The Other Side: Interactive Film

The Other Side is a double-sided story from Wieden + Kennedy for Honda. As the video plays the user can toggle between two parallel storylines by pressing the "R" button. The piece follows the travels of a seemingly mild-mannered father who leads a very interesting double life.

http://www.hondatheotherside.com/?x=en-gb

Graphicacy: Data Visualization

Graphicacy is a creative analytic design firm that has been creating some amazing work recently. The company creates data visualizations, interactive applications, information graphics and visual data analysis. Its Timeplots are carefully crafted, large format posters that provide a clear,

comprehensive perspective of a specific subject.

http://graphicacy.com/

Blank Space: Interactive Music Video

Taylor Swift recently partnered with American Express Unstaged to create an app for her new music video for the song Blank Space. The video was shot with a camera that has six lenses to produce a 360-degree viewing experience. The app uses the accelerometers in phones and tablets, so users can tilt their device to see different views of the video's six different rooms. Each room has its own choreographed narrative experience. It's available on iOS and Android devices.

https://itunes.apple.com/us/app/american-express-unstaged/id933296264

The Vanishing Game: Interactive Publishing

The Vanishing Game is a new story from the British author William Boyd, sponsored by Land Rover. It's a beautiful eight-part interactive story that explores an adventure thriller narrative set in various locations across Great Britain. The interface is dead simple (users can turn on/off narration, text, visuals, music and sound effects). The simplicity of the experience adds to the immersion.

This piece is part of a larger Land Rover campaign called #wellstoried, that presents a curated set of user-submitted photographs of Land Rovers all across the globe.

https://thevanishinggame.wellstoried.com/

Flamefy: Technology Platform

FlameFy is an innovative technology platform helping storytellers to conduct their transmedia activities driven by smart data. Facilitating the technology part, the solution focuses on building the best knowledge of an author/producer's audience and then provides two main benefits: it dramatically improves the end-user experience and helps to consolidate business models.

http://flamefy.com/

TFI Sandbox: Technology Platform

Tribeca Film Institute recently launched a newly revamped platform, called TFI Sandbox, that brings storytelling, technology and design together to inspire creators and audiences. The Sandbox now not only focuses on TFI's interactive initiatives but it also highlights what the industry is doing at large. It has expanded its resources to now provide tools and advice on project management, tech resources, funding, festivals and impact, to help storytellers to build their own interactive projects. The Sandbox also offers expert tips and guides to innovative storytellers, on all stages of creating, marketing and releasing an interactive project. It's a great resource!

http://sandbox.tribecafilminstitute.org/

We Never Met: Co-Creation

We Never Met is a beautiful instagram art project where the creators post candid street photos of people's backs along with fabricated stories about them. The result is a compelling study of life's everyday moments. The creators describe it as, "A series of conversations we never had. Short stories created for random strangers whose faces we never get to see."

http://instagram.com/wenevermet

Member Highlights

WRIF Tell-It-In #Transmedia Contest

The White River Indie Festival (WRIF) and Google have partnered to host the 2015 Tell-It-In #Transmedia Film Competition. The competition, which was announced at the Woodstock Digital Media Festival, invites filmmakers to creatively combine two or more distinct digital media platforms to tell their stories. The winning entry will receive a cash prize and a tour of any YouTube Space along with a special consultation and access to YouTube Space workshops and training.

The deadline for entries is Feb. 1, 2015. WRIF staff will reduce the field to the top 15 stories, and an expert panel of four judges will then choose the winning entry and two runners-up. The winner will receive $2,500, the runners-up $1,000 each, and these three finalists will be shown at the 2015 WRIF festival.

Share More Stories - Crowdfunding Campaign

Share More Stories is social story sharing platform currently in alpha. It's goal is to empower everyday storytellers to share their stories with the world. It's a cool project and they just launched a crowdfunding campaign on Indiegogo.

The goal is to raise money to develop the beta platform where the company hopes to learn more about customer interest in the platform and experience, help more people share their stories, and engage a community of storytellers, writers and readers who want to experience stories socially and collaboratively.

The Create Daily - Opportunity Corner

From competitions to funding, here are opportunities that may help advance your work. Opportunity Corner is curated by The Create Daily. Signup free at www.thecreatedaily.com.

Game for Change Festival Call for Speakers
Deadline: December 15, 2014
The 12th Annual Games for Change Festival has opened its call for entries for Speakers, Talks, Presentations, Case Studies, &Workshops.

JoLT Professional Development Fellowship at American University
Deadline: December 15, 2014
American University is now accepting applications for three JoLT (Journalism Leadership Transformation) Professional Fellowships in games and disruptive media. Three working, DC-area digital storytellers will join MA students rethinking media and journalism leadership through game design.

Sponsors & Partners

Reach Out

Have of a project you think we should be know about? Drop us a line with a heads up: info@storycode.org.

Are you a member with exciting news? Are you launching a new project or looking to raise funds to start one? Email us the details and we'll consider inclusion in the monthly newsletter.

Thanks to our awesome community for its continued support.

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