INTERACTIVE FICTIONS

Scenes of Storytelling in the Novel

Yael Halevi-Wise



Interactive Fictions

Alison James, Akihiro Kubo, Françoise Lavocat

Interactive Fictions:

Interactive Fictions Yael Halevi-Wise, 2003-09-30 Arguing that genre must play a role in our study of narrative fiction this tour of the novel examines interactive storytelling scenes in which characters argue about how to tell a tale that meets their respective social and aesthetic expectations Through intense readings of interactive storytelling scenes in works spanning the 17th through 20th centuries Halevi Wise demonstrates how dramatized arguments about storytelling open a window on social and generic dilemmas affecting the narrative of each novel at the time of its composition Examined in detail are Cervantes Don Quixote Sterne s Tristam Shandy Austen s Northanger Abbey Dickens s Little Dorrit Conrad s Lord Jim Yehoshua s Mr Mani and Esquivel sI Like Water for Chocolate Redressing an imbalance between sociological approaches that displace aesthetic considerations and aesthetic analyses that bracket cultural phenomena the author shows why both genre and culture must be taken into account when we analyze the formation and reception of a narrative Each interactive storytelling event illustrates how social and aesthetic interests compete and reinvent themselves within their framing texts and those texts respective national and historical contexts Just as social interactions cannot be indefinitely displaced in the study of narrative fiction genre cannot be ignored in the study of identity politics. What emerges from this unique examination is a postmodern poetics of the novel that takes genre and history into account **Internet Fictions** Ingrid Hotz-Davies, Anton Kirchhofer, Sirpa Leppänen, 2008-12-18 The Internet is nothing less than a medium for the indiscriminate and global dissemination of information if we take information in its cybernetic sense as bits of data any data As such it is also a massive amorphous rhizomic collection of substantiated facts guesswork fantasy madness debate criminal energy big business stupidity brilliance all in all a seemingly limitless multiplication of voices all clamouring to be heard It is a medium which proliferates stories narratives fictions in ways which are both new and familiar It is as a generator of fictions that the Internet seems to be just waiting to be explored by the disciplines of literary cultural and linguistic studies Fan fiction slash and straight scam baiting fan sites wild or roque interpretive universes gossip theories musings opinions As a singularly unstructured and hence as yet uncanonizable body of texts the stories told on the Internet have a distinct element of grass roots fictionalization and so offer an unprecedented opportunity to access hear and investigate the stories and fantasies woven by non professional writers alongside their more formally recognized colleagues As a medium which is beginning to investigate itself by means of various meta debates within the vast community of Internet fictionalizers it is also a location where emergent phenomena may be debated in their process of being generated This collection seeks to explore this for the most part uncharted territory in creative innovative theory savvy ways using the manifold fictions the Internet generates It brings together a wide variety of expertise from the fields of linguistic literary media and cultural studies All contributors bring to the collection their individual voices and approaches which speak from various positions of involvedness or critique to provide searching and passionate discussions of the issues involved in Internet Fictions Aesthetics Michel-Antoine

Xhignesse, 2023-02-28 Aesthetics 50 Puzzles Paradoxes and Thought Experiments is a teaching focused resource which highlights the contributions that imaginative scenarios paradoxes puzzles and thought experiments alike have made to the development of contemporary analytic aesthetics. The book is divided into sections pertaining to art making ontology aesthetic judgements appreciation and interpretation and ethics and value and offers an accessible summary of ten debates falling under each section Each entry also features a detailed annotated bibliography making it an ideal companion for courses surveying a broad collection of topics and readings in aesthetics Key Features Uses a problem centered approach to aesthetics rather than author or theory centered making the text more inviting to first time students of the subject Offers stand alone chapters allowing students to quickly understand an issue and giving instructors flexibility in assigning readings to match the themes of the course Provides up to date annotated bibliographies at the end of each entry amounting to an extensive review of the literature on contemporary analytic aesthetics Digital Fictions Sarah Sloane, 2000-03 When researchers in computer mediated communications discuss digital textuality they rarely venture beyond the now commonplace notion that computer textuality embodies contemporary post structuralist theories Written for students and faculty of contemporary literature and composition theories this book is the first to move from general to specific considerations Advancing from general considerations of how computers are changing literacy Digital Fictions moves on to a specific consideration of how computers are altering one particular set of literature practices reading and writing fiction Suffused through the sensibility of a creative writer this book includes an historical overview of writing stories on computers In addition Sloane conducts interviews with the makers of hypertext fictions including Stuart Moulthrop Michael Joyce and Carolyn Guyer and offers close reading of digital fictions Making careful analyses of the meaning making activities of both readers and writers of this emerging genre this work is embedded in a perspective both feminist and semiotic Digital Fictions explores and distinguishes among four distinct iterations of text based digital fictions text adventures Carnegie Mellon University Oz Project hypertext fictions and MUDs Ultimately Sloane revises the rhetorical triangle and proposes a new rhetorical theory one that attends to the materials processes and locations of stories told on line The Images of Time Robin Le Poidevin, 2007-09-27 The Images of Time presents a philosophical investigation of the nature of time and the mind s ways of representing it Robin Le Poidevin examines how we perceive time and change the means by which memory links us with the past the attempt to represent change and movement in art and the nature of fictional time These apparently disparate questions all concern the ways in which we represent aspects of time in thought experience art and fiction They also raisefundamental problems for our philosophical understanding both of mental representation and of the nature of time itself Le Poidevin brings together issues in philosophy psychology aesthetics and literary theory in examining the mechanisms underlying our representation of time in various media and brings these to bear on metaphysical debates over the real nature of time These debates concern which aspects of time are genuinely part of time s intrinsic nature and which

in some sense are mind dependent Arguably the most important debate concerns time s passage does time pass in reality or is the division of events into past present and future simply a reflection of our temporal perspective a result of the interaction between a static world and minds capable of representing it Le Poidevin argues that contrary to what perception and memory lead us to suppose time does not really pass and this surprising conclusion can be reconciled with the characteristic features of temporal experience Fictional Games Stefano Gualeni, Riccardo Fassone, 2022-12-15 What roles do imaginary games have in story telling Why do fiction authors outline the rules of a game that the audience will never play Combining perspectives from philosophy literary theory and game studies this book provides the first in depth investigation into the significance of fictional games within fictional worlds Drawing from contemporary cinema and literature from The Hunger Games to the science fiction of Iain M Banks Stefano Gualeni and Riccardo Fassone introduce five key functions that different types of imaginary games have in worldbuilding First fictional games can emphasize the dominant values and ideologies of the fictional society they belong to Second some imaginary games function in fictional worlds as critical utopian tools inspiring shifts in the thinking and political orientation of the fictional characters Third a few fictional games are conducive to the transcendence of a particular form of being such as the overcoming of human corporeality Fourth imaginary games within works of fiction can deceptively blur the boundaries between the contingency of play and the irrevocable seriousness of real life either camouflaging life as a game or disguising a game as something with more permanent consequences And fifth they can function as meta reflexive tools suggesting critical and or satirical perspectives on how actual games are designed played sold manipulated experienced understood and utilized as part of our culture With illustrations in every chapter bringing the imaginary games to life Gualeni and Fassone creatively inspire us to consider fictional games anew not as moments of playful reprieve in a storyline but as significant and multi layered expressive devices

The Art of Videogames Grant Tavinor,2009-11-19 The Art of Videogames explores how philosophy of the artstheories developed to address traditional art works can also beapplied to videogames Presents a unique philosophical approach to the art ofvideogaming situating videogames in the framework of analyticphilosophy of the arts Explores how philosophical theories developed to addresstraditional art works can also be applied to videogames Written for a broad audience of both philosophers and videogameenthusiasts by a philosopher who is also an avid gamer Discusses the relationship between games and earlier artisticand entertainment media how videogames allow for interactivefiction the role of game narrative and the moral status ofviolent events depicted in videogame worlds Argues that videogames do indeed qualify as a new and excitingform of representational art

Quests Jeff Howard,2008-01-24 This unique take on quests incorporating literary and digital theory provides an excellent resource for game developers Focused on both the theory and practice of the four main aspects of quests spaces objects actors and challenges each theoretical section is followed by a practical section that contains exercises using the Neverwinter Nigh

Truth in Fiction Franck Yann Lihoreau, 2013-05-02 The essays collected

in this volume are all concerned with the connection between fiction and truth This question is of utmost importance to metaphysics philosophy of language philosophical logic and epistemology raising in each of these areas and at their intersections a large number of issues related to creation existence reference identity modality belief assertion imagination pretense etc All these topics and many more are addressed in this collection which brings together original essays written from various points of view by philosophers of diverse trends These essays constitute major contributions to the current debates that the connection between truth and fiction continually enlivens and give a sense of the directions in which research on this question is heading **A Selection of Blogs by Ceri Foulkes** Ceri Foulkes, **Of Two Minds** Michael Joyce, 1995 An acclaimed hypertext novelist s reflections on art and technology nonlinearity and the creative process

Educating Character Through the Arts Laura D'Olimpio, Panos Paris, Aidan P. Thompson, 2022-11-18 This volume investigates the role of the arts in character education Bringing together insights from esteemed philosophers and educationalists it looks to the arts for insight into human character and explores the arts relationship to human flourishing and the development of the virtues Focusing on the moral value of art and considering questions of whether there can be educational value in imaginative and non narrative art the nine chapters herein critically examine whether poetry music literature films television series videogames and even gardening may improve our understanding of human character sharpen our moral judgement inculcate or refine certain skills required for virtue or perhaps cultivate certain virtues or vices themselves Bringing together research on aesthetics ethics moral and character education this book will appeal to students researchers and academics of philosophy arts and education as well as philosophers of education morality aesthetics and teachers of the arts The Aesthetics of Videogames Jon Robson, Grant Tavinor, 2018-03-19 This collection of essays is devoted to the philosophical examination of the aesthetics of videogames Videogames represent one of the most significant developments in the modern popular arts and it is a topic that is attracting much attention among philosophers of art and aestheticians As a burgeoning medium of artistic expression videogames raise entirely new aesthetic concerns particularly concerning their ontology interactivity and aesthetic value The essays in this volume address a number of pressing theoretical issues related to these areas including but not limited to the nature of performance and identity in videogames their status as an interactive form of art the ethical problems raised by violence in videogames and the representation of women in videogames and the gaming community The Aesthetics of Videogames is an important contribution to analytic aesthetics that deals with an important and growing art form **Reading Digital Fiction** Alice Bell, Astrid Ensslin, 2024-04-18 Reading Digital Fiction offers the first comprehensive and systematic theoretical methodological and analytical examination of digital fiction from a cognitive and empirical perspective Proposing the new concept of medial reading it argues for the centrality of an audience s interest in awareness of and or attention to the medium in which a text is produced and received and which we argue should be applied to reader data across media The book analyses and theorises

five generations of digital fiction and their reading including hypertext fiction hypermedia fiction narrative video games app fiction and virtual reality It showcases medium and platform specific methods of qualitative reader response research across a variety of contexts and settings from screen based and embodied interaction to gallery installation and from reading group and individual interview to think aloud methodologies The book thus addresses the unique affordances of digital fiction reading by designing and reporting on new empirical studies focusing on hypertextuality interactivity immersion as well as medium specific forms of textual you ontological ambiguity reader orientation and empathy In so doing the book refines critiques and expands cognitive transmedial and empirical narratology and stylistics by placing the reader of these new narratives front and centre The Open Access version of this book available at http www taylorfrancis com has been made available under a Creative Commons Attribution Non Commercial No Derivatives CC BY NC ND 4 0 license Routledge Handbook of Fiction and Belief Alison James, Akihiro Kubo, Françoise Lavocat, 2023-12-22 The Routledge Handbook of Fiction and Belief offers a fresh reevaluation of the relationship between fiction and belief surveying key debates and perspectives from a range of disciplines including narrative and cultural studies science religion and politics This volume draws on global cutting edge research and theory to investigate the historically variable understandings of fictionality and allows readers to grasp the role of fictions in our understanding of the world This interdisciplinary approach provides a thorough introduction to the fundamental themes of Theoretical and Philosophical Perspectives on Fiction Fiction Fact and Science Social Effects and Uses of Fiction Fiction and Politics Fiction and Religion Questioning how fictions in fact shape mediate or distort our beliefs about the real world essays in this volume outline the state of theoretical debates from the perspectives of literary theory philosophy sociology religious studies history and the cognitive sciences It aims to take stock of the real or supposed effects that fiction has on the world and to offer a wide reaching reflection on the implications of belief in fictions in the so called post truth era Analyzing Digital Fiction Alice Bell, Astrid Ensslin, Hans Rustad, 2013-12-17 Written for and read on a computer screen digital fiction pursues its verbal discursive and conceptual complexity through the digital medium It is fiction whose structure form and meaning are dictated by the digital context in which it is produced and requires analytical approaches that are sensitive to its status as a digital artifact Analyzing Digital Fiction offers a collection of pioneering analyses based on replicable methodological frameworks Chapters include analyses of hypertext fiction Flash fiction Twitter fiction and videogames with approaches taken from narratology stylistics semiotics and ludology Essays propose ways in which digital environments can expand challenge and test the limits of literary theories which have until recently predominantly been based on models and analyses of print texts Writing Space Jay David Bolter, 2001-01-01 This second edition of Jay David Bolter's classic text expands on the objectives of the original volume illustrating the relationship of print to new media and examining how hypertext and other forms of electronic writing refashion or remediate the forms and genres of print Reflecting the dynamic changes in electronic technology since the first

edition this revision incorporates the Web and other current standards of electronic writing As a text for students in composition new technologies information studies and related areas this volume provides a unique examination of the computer as a technology for reading and writing The Aesthetics of Virtual Reality Grant Tavinor, 2021-09-30 This is the first book to present an aesthetics of virtual reality media It situates virtual reality media in terms of the philosophy of the arts comparing them to more familiar media such as painting film and photography When philosophers have approached virtual reality they have almost always done so through the lens of metaphysics asking questions about the reality of virtual items and worlds about the value of such things and indeed about how they may reshape our understanding of the real world Grant Tavinor finds that approach to be fundamentally mistaken and that to really account for virtual reality we must focus on the medium and its uses and not the hypothetical and speculative instances that are typically the focus of earlier works He also argues that much of the cultural and metaphysical hype around virtual reality is undeserved But this does not mean that virtual reality is illusory or uninteresting on the contrary it is significant for the altogether different reason that it overturns much of our understanding of how representational media can function and what we can use them to achieve The Aesthetics of Virtual Reality will be of interest to scholars and advanced students working in aesthetics philosophy of art philosophy of technology metaphysics and game studies The Posthuman Imagination Tanmoy Kundu, Saikat Sarkar, 2021-02-08 This volume including an extended interview with noted philosopher of posthumanism Francesca Ferrando explores the contemporary philosophical literary and cultural landscapes that have emerged as a response to the unavoidable crisis faced by humans in the Anthropocene era The essays gathered here map posthumanism both as theoretical posthumanism which primarily seeks to develop new knowledge and as practical posthumanism which emphasizes socio political economic and technological changes Posthumanism which explores how one can address the question of what means to be human today is a burgeoning area of interest among universities across the globe Written in accessible yet scholarly language this volume introduces posthumanism in its diverse ramifications and explicates the subject through various literary and filmic texts in order to cater to the needs of researchers and students in the humanities Multimedia and the Web from A to Z Patrick M. Dillon, David C. Leonard, 1998-09-02 As technology changes rapidly new words and phrases are being introduced into our vocabulary many with Net or Web affixed to them The convergence of the media industries often brings with it a clash of professional vocabularies Over time some terms remain stable while others seem to disappear or transform their meaning Multimedia and the Web from A Z is a comprehensive dictionary aimed at stabilizing and clearly defining the language of multimedia This second edition has been completely revised and expanded and contains 1 500 entries including 500 new terms or phrases all clearly and concisely defined Extensive cross referencing an annotated bibliography and an acronym table are other useful additions to this dictionary

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