

I N S I D E O U T E M P T Y

A digital story by Lyle Skains

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# Prologue

- The Protagonist: Lyle Skains
- The Premise: PhD Research
- The Plot: Practice-based research
  - Series of interlinked short stories —▶ novel
  - Online digital fiction
    - Visual, audio, text, hypertext, interactive, collaborative, non-linear

# Chapter 1: The Prototype

- The Hook: "Inside Out Empty"
  - Print = ~7500 word short story
  - Digital = ~6 10-15 minute episodes
- The Tease: Today's Demo
  - Audio = ~1000 words of the print story
  - Video = ~6 minutes
    - Voyeur experience

Click here for the video demo of “Inside Out Empty.”

# Chapter 2: The Backstory

The next generation of readers come from the  
land of Web 2.0.

- Immersion -> Engagement<sup>1</sup>
- Interaction
- Community
- Ongoing Story World

<sup>1</sup> Douglas, Y., & Hargadon, A. (2000). The Pleasure Principle: Immersion, Engagement, Flow. *Proceedings of the eleventh ACM on hypertext and hypermedia* (pp. 153-160). San Antonio, Texas, United States: ACM.

# Chapter 3:

# The Challenge

## The Print Story

- Text-only
- Linear structure
- Immerse the reader

## The Digital Story

- Multi-media
- Nonlinear, collaborative structure
- Immerse AND engage the reader

# Chapter 4:

# The tools

## The Print Story

- Inspiration/Background Research
- Word processor

## The Digital Story

- Source materials (Creative Commons)
- Software
  - Freeware vs. \$/£
  - Planning
  - Building
  - Distributing
- Equipment

# Chapter 5: The Approach

## Creative Thinking for Digital Fiction

- Depth through multimedia
- Nonlinear structure
- Story space for collaboration

# To be Continued...

- Print and digital stories online:

<http://lyleskains.com>

- Behind the scenes:

<http://lyleskains.blogspot.com>