

An abstract artwork featuring a vibrant red background with a textured, painterly quality. In the center, there is a large, circular, globe-like structure composed of yellow outlines and blue-filled segments. To the left, a yellow, curved shape resembling a leaf or a stylized arrow points downwards. Below the globe, several smaller yellow and blue shapes are scattered, some resembling speech bubbles or abstract forms. A large, yellow, upward-pointing arrow is visible on the right side. The overall composition is dynamic and colorful.

SPELFORSKNINGSTRÄFF

DSV, M20 el Zoom, 2020-11-17, 13:00 - 14:30

AGENDA FÖRSTA SPELTRÄFFEN 17/11 2020

- Kort presentera oss för varandra,
- Tala om ifall vi vill ha regelbundna träffar om spelforskning och hur vi i så fall lägger upp det,
- Spåna på uppsatsämnen relaterade till spel att föreslå i SciPro inför våren,
- Om tid: Mirjam berättar om COST aktionen INDCOR
- Om intresse: Kalender för kommande träffar.
- Förslag: En mailinglista [DSV Game Research] ?

INDCOR



CA18230 - Interactive Narrative Design for Complexity Representations

MC member for Sweden

Vice Chair of action

MP Eladhari: MC member for Sweden and Vice Chair

The image is a screenshot of a web browser displaying the COST website. The browser's address bar shows the URL: <https://www.cost.eu/actions/CA18230/#tabs|Name:overview>. The website header features the COST logo (EUROPEAN COOPERATION IN SCIENCE & TECHNOLOGY) on the left and a navigation menu on the right with links for News, Events, Multimedia, Publications, Contact us, e-COST, Who we are, Funding, COST Actions, and Academy. A search bar is also present in the top right. The main content area has a large, colorful, abstract background image. The title of the action is prominently displayed: "CA18230 - Interactive Narrative Design for Complexity Representations". Below the title, there is a breadcrumb trail: "Home > Browse Actions > Interactive Narrative Design for Complexity Representations". There are also links for "Downloads" and "Team". At the bottom, there are three tabs: "Description" (which is active), "Parties", and "Management Structure".

cost
EUROPEAN COOPERATION
IN SCIENCE & TECHNOLOGY

News Events Multimedia Publications Contact us e-COST Search website...

Who we are Funding COST Actions Academy

CA18230 - Interactive Narrative Design for Complexity Representations

Home > Browse Actions > Interactive Narrative Design for Complexity Representations

Downloads Team

Description Parties Management Structure

INDCOR facts

indcor.eu

- 36 countries
- 143 members
- 2 international partners
 - Georgia Tech (Georgia Institute of Technology), United States
 - National University of Singapore, Singapore

Action Details

 **MoU** - 047/19

 **Start of Action** - 06/12/2019

 **CSO Approval date** - 04/06/2019

 **End of Action** - 05/12/2023

Vision

- We are working to create new forms of human expression To Understand Complex Topics. To that end we facilitate a field for research and new professions

[IDN IS AN] EXPRESSIVE NARRATIVE FORM IN DIGITAL MEDIA IMPLEMENTED AS A COMPUTATIONAL SYSTEM [...] AND EXPERIENCED THROUGH A PARTICIPATORY PROCESS

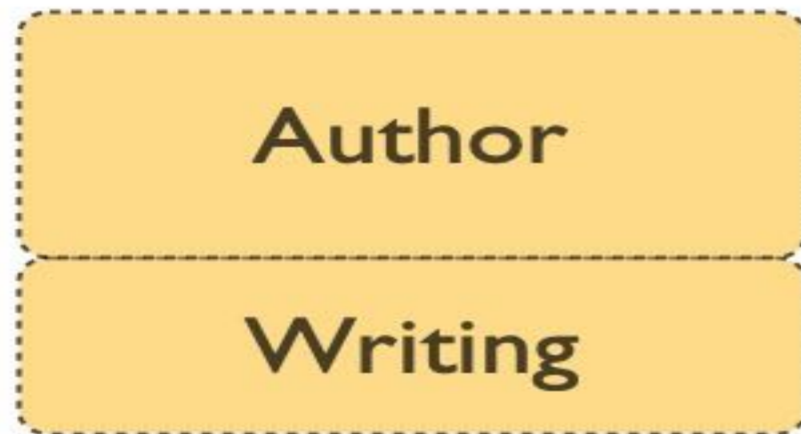
Koenitz, 2015

Complexity requires new narratives

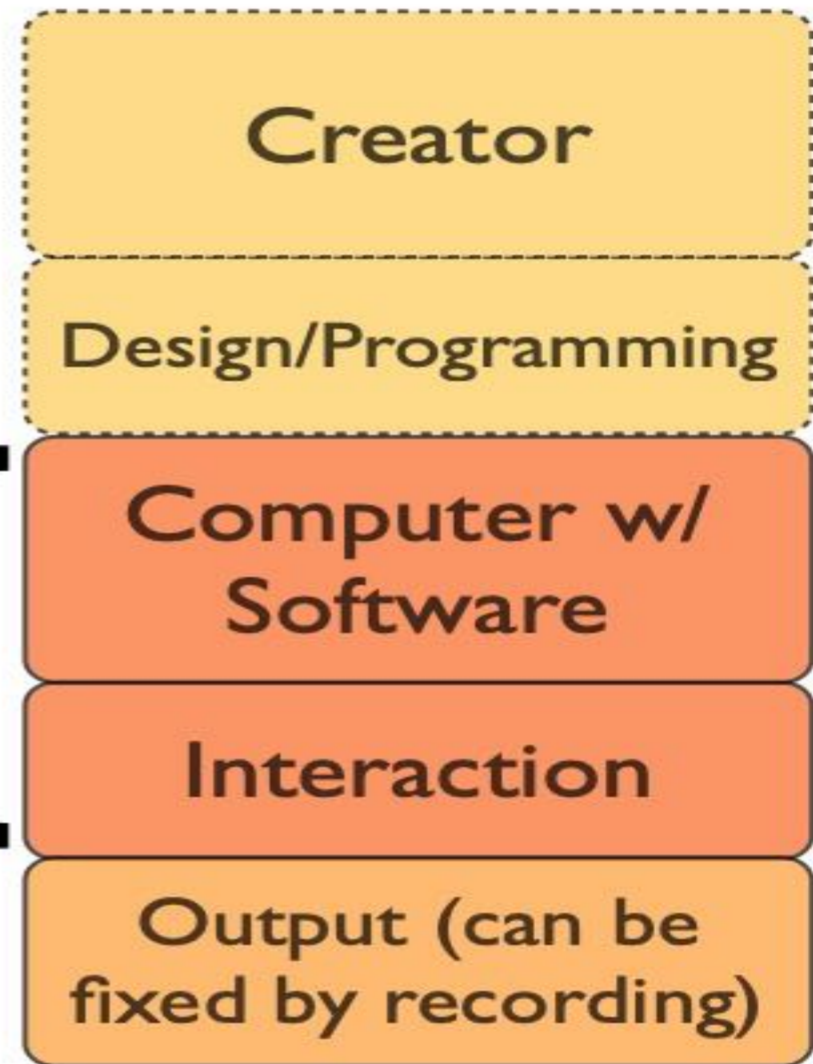
- There is a need for **Art to Reflect Complexity**
- IDN AS SYSTEMS can **represent** and even let us **experience** complexity



DIFFERENCE TRADITIONAL FORMS AND IDN



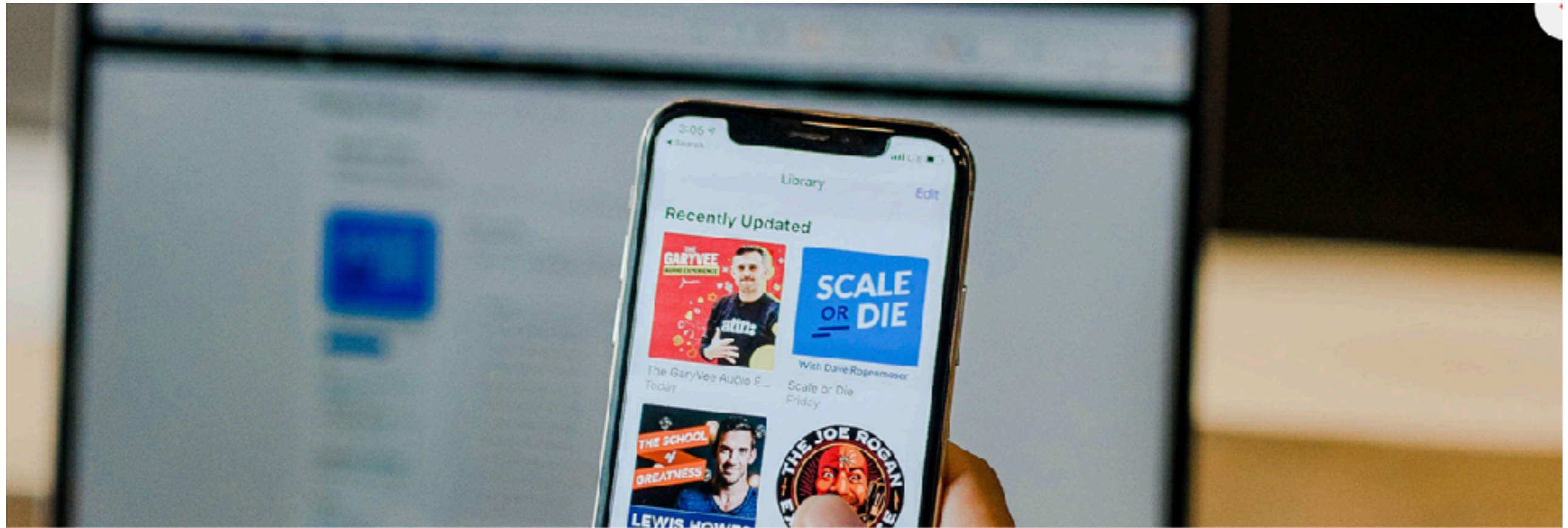
Book



Not in traditional media



IDN



About

DESCRIPTION OF THE ACTION

[Know More](#)

The aim of this COST action is to build a network for the interdisciplinary study of the potential interactive digital narrative has as a means to addressing complexity as a societal challenge by representing, experiencing and comprehending complex phenomena and thus also address the issue of 'fake news'.

The challenge therefore is to change IDNs current status from 'singular achievement' of a small group of 'initiated' practitioners to 'general practice' of many media companies. The INDCOR project (Interactive Narrative Design for Complexity Representations) addresses this challenge by means of a coordinated effort in analysing and generalising design and production methods of stand-out IDN works with a particular focus on the representation of complex issues.

Action Leadership Positions

Action Chair

Prof Hartmut KOENITZ 

Action Vice Chair

Dr Mirjam PALOSAARI ELADHARI 

WG 1 - Design and Development

Prof Andrew PERKIS 

WG 2 - Conceptualizing Narrative Complexity

Dr Sandy LOUCHART 

WG 3 - Evaluation

Prof Elisa MEKLER 

WG 4 - Societal context

Prof Nico CARPENTIER 

Grant Holder Scientific Representative

Dr Frank NACK 

Science Communication Manager

Dr Jose Manuel NOGUERA VIVO 

STSM Coordinator

Ms Agnes Karolina BAKK 

Work structure

Working Groups

MISSION STATEMENTS

[⊕ Know More](#)



Design IDN prototypes and analyse the design and evaluation process with the aim to make the resulting knowledge available to practitioners for the representation of complex topics. A first target group will be journalists and media organizations.

[Read More](#)



WG2 will investigate, develop and disseminate concepts linked to the understanding of narrative complexity and their relationships towards existing interactive digital narrative systems, specific subject matters and the ways in which participants are involved in a complex, communicative interaction.

[Read More](#)



WG3 aims to gain a holistic and transdisciplinary understanding of the moment-to-moment, short term, and long-term outcomes of engagement with interactive narratives for complexity representation.

[Read More](#)



WG4 focusses on societal contexts in order to better understand the connections between contexts, IDNs, and complexity. In more abstract terms, WG4 examines the relationship between IDNs and their external environments.

[Read More](#)

MISSION STATEMENTS



Design IDN prototypes and analyse the design and evaluation process with the aim to make the resulting knowledge available to practitioners for the representation of complex topics. A first target group will be journalists and media organizations.

[Read More](#)



WG3 aims to gain a holistic and transdisciplinary understanding of the moment-to-moment, short term, and long-term outcomes of engagement with interactive narratives for complexity representation.

[Read More](#)



WG2 will investigate, develop and disseminate concepts linked to the understanding of narrative complexity and their relationships towards existing interactive digital narrative systems, specific subject matters and the ways in which participants are involved in a complex, communicative interaction.

[Read More](#)



WG4 focusses on societal contexts in order to better understand the connections between contexts, IDNs, and complexity. In more abstract terms, WG4 examines the relationship between IDNs and their external environments

[Read More](#)

DESIGN AND DEVELOPMENT



Design IDN prototypes and analyse the design and evaluation process with the aim to make the resulting knowledge available to practitioners for the representation of complex topics. A first target group will be journalists and media organizations.

WG1 led by Andrew Perkis and Kuldar Tavetar.

Currently creating a repository of tools for IDN creation.

FORMAL ANALYSIS, CONCEPTUALISATION



WG2 will investigate, develop and disseminate concepts linked to the understanding of narrative complexity and their relationships towards existing interactive digital narrative systems, specific subject matters and the ways in which participants are involved in a complex, communicative interaction.

WG2 led by Sandy Louchard, Chris Lund and Frank Nack. Current focus is the pan-project of an IDN Encyclopaedia, Shared Vocabulary

EVALUATION



WG3 aims to gain a holistic and transdisciplinary understanding of the moment-to-moment, short term, and long-term outcomes of engagement with interactive narratives for complexity representation.

WG 3 led by Elisa Mekler and Christian. WG3 leads the pan-project task force of creating a repository for evaluation methods and metrics for evaluation of IDNs

SOCIETAL CONTEXT



WG4 focusses on societal contexts in order to better understand the connections between contexts, IDNs, and complexity. In more abstract terms, WG4 examines the relationship between IDNs and their external environments

*WG4 is now led by Lissa Holloway-Attaway and Claudia Silva.
Intersectionality and societal impact.*

RECENTLY IN INDCOR: SHARED VOCABULARY

- July: First workshop on creating IDN Encylopeida
- Complexity Jam (Online, run by Budapest uni and Georgia Tech)
- August & September: Entries for Encycoepedia reviewed, informing work on White Paper
- October: First white paper published:
<https://arxiv.org/abs/2010.10135>
- November:
 - Panel and position paper at ICIDS conference
 - Second workshop on writing IDN Encylopedia entries.
 - Book chapter on the topic accepted.
 - Negotiations with Springer about making a book.

WHITE PAPER 1 DELIVERED

[HTTPS://ARXIV.ORG/
ABS/2010.10135](https://arxiv.org/abs/2010.10135)

<https://arxiv.org/abs/2010.10135>



INDCOR

<https://indcor.eu>

A shared vocabulary for IDN

INDCOR white paper 1

Version 1.0

Hartmut Koenitz¹, Mirjam Palosaari Eladhari², Sandy Louchan³, Frank Nack¹

¹University of Amsterdam, The Netherlands

h.w.koenitz@uva.nl; nack@uva.nl

²Stockholm University, Sweden

mirjam@dsv.su.se

³Glasgow School of Art, UK

s.louchan@gsa.ac.uk

Authors of sample entry

Christian Roth⁴, Erika Mekler⁵,

⁴HU University of the Arts Utrecht

christian.roth@hu.nl

⁵Aalto University, Finland

erika.mekler@aalto.fi



CENTRAL ELEMENT: TAXONOMY

5.1 IDN Taxonomy V 1.0

1. Authoring

1.1. Ideation

1.1.1. Affordances

- 1.1.1.1. Procedural
- 1.1.1.2. Participatory
- 1.1.1.3. Spatial
- 1.1.1.4. Encyclopedic

1.1.2. Audience

- 1.1.2.1. Social
- 1.1.2.2. Private
- 1.1.2.3. Expectations

1.1.3. Content

1.1.3.1. Complexity

- 1.1.3.1.1. Topic
- 1.1.3.1.2. Addressee
 - 1.1.3.1.2.1. Social
 - 1.1.3.1.2.2. Private

1.1.3.2. Prior Narratives

1.1.3.3. Material

- 1.1.3.3.1. Fiction
- 1.1.3.3.2. Non-fiction

1.1.3.4. Form

- 1.1.3.4.1. Interactive Documentary
- 1.1.3.4.2. Video game
- 1.1.3.4.3. Hypertext fiction
- 1.1.3.4.4. Location-based
- 1.1.3.4.5. AR/VR
- 1.1.3.4.6. Mixed

1.1.3.5. Aesthetic qualities

- 1.1.3.5.1. Immersion
- 1.1.3.5.2. Agency

- 1.1.3.5.3. Transformation
- 1.1.3.6. Meaning Making
 - 1.1.3.6.1. Mental processes
 - 1.1.3.6.1.1. Hermeneutic circle
 - 1.1.3.6.1.2. Narrative cognition
 - 1.1.3.6.1.3. Cognitive reduction
 - 1.1.3.6.1.4. Embodied cognition
 - 1.1.3.6.2. Rhetoric
 - 1.1.3.6.3. Interface
 - 1.1.3.6.3.1. Interaction Metaphor
 - 1.1.3.6.4. Prediction of Audience reaction
 - 1.1.3.6.4.1. Feedback

1.2. System Implementation

1.2.1. Protostory

1.2.1.1. Asset creation

- 1.2.1.1.1. Characters
- 1.2.1.1.2. Props

1.2.1.2. Environment building

- 1.2.1.2.1. Geographic
 - 1.2.1.2.1.1. Landscapes
 - 1.2.1.2.1.2. Buildings
- 1.2.1.2.2. Rule Systems
 - 1.2.1.2.2.1. Physics Systems
 - 1.2.1.2.2.2. Societal Rules

1.2.1.3. UI/Interface building

1.2.1.4. Interactive Narrative Designing

- 1.2.1.4.1. Combinatorics
- 1.2.1.4.2. Structure
 - 1.2.1.4.2.1. Events
 - 1.2.1.4.2.2. Narrative Vectors
- 1.2.1.4.3. Experience Schema
 - 1.2.1.4.3.1. Narrative Cognition
 - 1.2.1.4.3.2. Narrative Experience

- 1.2.1.4.3.3. User representation
 - 1.2.1.4.3.3.1. Memory structure
 - 1.2.1.4.3.3.2. Preferences
- 1.2.1.4.4. Existing authoring tools
 - 1.2.1.4.4.1. Aurora NWN
 - 1.2.1.4.4.2. GURPS
 - 1.2.1.4.4.3. ASAPS
 - 1.2.1.4.4.4. Scenejo
 - 1.2.1.4.4.5. IDTension
- 1.2.1.5. Intents
 - 1.2.1.5.1. Rhetoric
 - 1.2.1.5.2. Aesthetic

1.3. Creator

1.3.1. Industry roles

- 1.3.1.1. Interactive Narrative Designer
- 1.3.1.2. Game Writer
- 1.3.1.3. Creative Director

2. Artefact

2.1. System

2.1.1. Protostory

2.1.1.1. Assets

- 2.1.1.1.1. Characters
- 2.1.1.1.2. Props
- 2.1.1.2. Interactive Narrative Design
 - 2.1.1.2.1. Narrative Mechanics
 - 2.1.1.2.2. Narrative Vectors
 - 2.1.1.2.3. Narrative Structure

2.1.1.3. Environment

- 2.1.1.3.1. Geographic
 - 2.1.1.3.1.1. Landscapes
 - 2.1.1.3.1.2. Buildings
- 2.1.1.3.2. Rule Systems

CENTRAL ELEMENT: TAXONOMY 2

- 2.1.1.3.2.1. Physics Systems
- 2.1.1.3.2.2. Societal Rules
- 2.1.1.3.3. UI/Interface
- 2.2. Process
 - 2.2.1. Participation
 - 2.2.1.1. Interaction
 - 2.2.1.1.1. Active/Performance
 - 2.2.1.1.2. Passive/Sensoric
 - 2.2.1.2. Sense Making
 - 2.2.1.2.1. Double Hermeneutic circle
 - 2.2.1.2.1.1. Reflection
 - 2.2.1.2.1.2. Action
 - 2.2.1.2.1.2.1. Planning
 - 2.2.1.2.1.2.2. Execution
 - 2.2.1.3. Experience
 - 2.2.1.3.1. Aesthetic
 - 2.2.1.3.1.1.1. Immersion
 - 2.2.1.3.1.1.2. Agency
 - 2.2.1.3.1.1.3. Transformation
 - 2.2.1.3.2. Rhetoric
 - 2.2.1.2. Rhetoric
- 2.3. Product
 - 2.3.1. Objective (Recoding)
 - 2.3.1.1. Interaction analysis
 - 2.3.1.2. Attention analysis
 - 2.3.1.3. Pace control
 - 2.3.2. Subjective (Retelling)
 - 2.3.2.1. Experience Model
 - 2.3.2.1.1. Narrative cognition
 - 2.3.2.1.2. Cognitive reduction
 - 2.3.2.1.3. Embodied cognition
 - 2.3.2.2. Structure Inference
 - 2.3.2.3. Updating episodic memory
 - 2.3.2.4. Updating perception memory

3. Critical Discourse

- 3.1. Effect
 - 3.1.1. Comparison Intent/Experience
- 3.2. Reflective Analysis
 - 3.2.1. Methods

INDCOR



CA18230 - Interactive Narrative Design for Complexity Representations

MC member for Sweden

Vice Chair of action