

title

Hamlet on the Holodeck
 The future of narrative in Cyberspace
 Janet Murray
 The Free Press (1997)

convergence

(p. 27) ... merging previously disparate technologies of communication and representation into a single medium. The networked computer acts like a telephone in offering one-to-one real-time communication, like a television in broadcasting moving pictures, like an auditorium in bringing groups together for lectures and discussion, like a library in offering vast amounts of textual information for reference, like a museum in its ordered presentation of visual information, like a billboard, a radio, a gameboard and even like a manuscript in its revival of scrolling text.

4 essential properties

interactive

- procedural – 'programmed media' ...
- participatory – offering agency

immersive

- spatial – explorable in (state) space
- encyclopedic – with (partial) information closure

immersive

- narrative format
- procedural authorship

remember the holodeck
 cyberbard

- prototypical storyteller
- formulaic characters

phrases

centralized storyteller vs decentralized (multi-agent) narrative system video
 – point to 'align with' MIT, Interacive Cinema Group, Davenport cyberdrama
 – immersive pull (enchantment) vs (pull) of open-ended agency imaginative engagement, juxtaposition, authored 'story?' compelling entertainment – force and originality we associate with original art ?