**Resource Pack – Spellbinding Storytelling**

**The core understanding of interactive fiction**

The reader, relocated, becomes a player, co-author or participant.

How can we design, develop and experience locative sound,

participatory theatre, pervasive and mobile games,

flash fiction and works yet to be defined?

That is the challenge for the writer in the 21st century?

How do we adapt the way we tell stories?

That's up to all of us.

**Programs and new publishing platforms**

PubCoder is a whole suite of programs enabling anyone to make multi-media e-books - <http://www.pubcoder.com/en/chi-siamo/>

Made In Me is a publishing service which has celebrities read the books but lets you record your versions too - <http://www.madeinme.com/me-books/>

**Resource reading**

http://www.gamasutra.com/blogs/ThomasGrip/20130819/198596/5\_Core\_Elements\_Of\_Interactive\_Storytelling.php

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**Different examples of interactive stories**

Some will say that the origin of interactive storytelling are in computer games, released since the 1980s, however others argue that any story that's been co-authored is interactive.

This means oral storytelling, if ever interrupted or added to, was the both the first form of storytelling and the first form of interactive storytelling.

Here are some examples of how it's being done online:

<http://dionaea-house.com/> is a multi-layered, click through labyrinth of a narrative.

The Dictionary of Obscure Sorrows is a collaborative authorship dictionary.

Thirty Floors of Loving is a short story as a game [and that game only lasts about a quarter of an hour(!)].

http://www.youtube.com/watch?feature=player\_embedded&v=Hj--5vj6VnE

<http://operationajax.com> is an iPad app and/or interactive comic book

**\*\*\*PRIZE TO AIM FOR\*\*\***

The New Media Writing Prize has a deadline of November 25th - so get writing! <http://www.newmediawritingprize.co.uk/>