narrative

a story (= narrative OR part of a narrative [sequence])

generally created in a format
(human voice, song, dance, gestures, live theatre;
media: text, literature; images, film, tv, video games; theatre, dance

linear (sequential): fictional or non-fictional
non-linear (hypertext)

one of 4 "rhetorical modes"
1. narration
2. description
3. argumentation
4. exposition

narrative

a story (= narrative)
OR a story is part of a narrative [sequence]
OR (in literary theory, vice versa: a narrative is part of a story)

generally requires a format
(human voice, song, dance, gestures, live theatre;
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communication, meaning-making, identity, memory

narratology

narrative elements:

plot: the logical structure of a story, explains why things happen.
story arc: beginning, middle, end;
exposition, development, climax (denouement), resolution

aesthetics:
themes
motives
characters
narration
point of view (pov)
foreshadowing

narratology

foregrounding: (from Russian & Czech formalists, 1920s)
literature is a specialized mode for communication
differs from everyday communication
systematic foregrounding of specific linguistic elements
rule-making or rule-breaking
superimposition of extra rules or patterns (rhyme, alliteration, patterning)
"making strange"

genres

discourse: stylistic choices that effect how the narrative appears
(example: non-chronological order/flashbacks)

intertextuality: allusions, references or parallels to other
stories, literature, film, mass media, other cultural references
(palimsest)

narrativity

More often used to describe theories of filmmaking

what conventions specific to film are used: montage, time/space, leit motif

how the story is told by filmmakers: what to show, why not to show

interpretation is highly subjective

narrative vs. art film

narrative film

art film (for specific purposes, to reveal how film works [mirror])
fields of perception

(story vs. fields of perception)

narrative AR

augmented reality

depicted in *Terminator 2* as aspect of character
www.youtube.com/watch?v=RITE-FiW5Gg

as technology:
overlay of information can sometimes be a story itself
Voices of Oakland
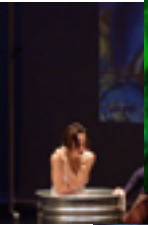www.cc.gatech.edu/ael/projects/voicesofoakland.html

VR

immersive virtual reality

spatial exploration
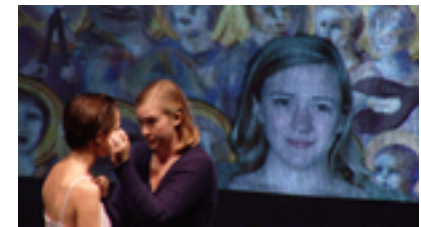interactivity

Faces

VR

immersive virtual reality

as scenography

Annunciation & Visitation

videogames

back story

are videogames themselves interactive stories?
or something else?

interactive art

examples of storytelling?