Virtual Identities: Authoring Interactive Stories in Virtual Environments

by

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Submitted in partial fulfillment of the requirements for the degree Magister Scientiae in the Faculty of Natural and Agricultural Sciences

University of Pretoria

Pretoria

May 2001
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Abstract

Stories form an integral part of our lives. Interactive storytelling enables the participant to actively explore the story world. However, traditional interactive stories has certain limitations such as allowing the user to experience the story from only one perspective and having rather limited narrative with only a transition in time.

The virtual identity approach for authoring interactive stories allows the creation of several virtual identities through the eyes of which a user can experience the virtual world. Therefore, one model can be used to create several interactive stories where the story world adapts according to the virtual identity.

This thesis focuses on the creation of engaging interactive stories out of the same virtual environment for different users by addressing issues such as gender, age and cultural background and for different application areas such as Culture and Education. An interactive storytelling tool is created that can be used to create interactive stories with the virtual identity authoring approach. By using the interactive storytelling tool, the interactive stories can be adapted for different audiences. Therefore, interactive storytelling can become a powerful tool in education and culture to teach people more about certain information, e.g. cultural artefacts.

Thesis supervisor: Prof. V. Lalioti
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Opsomming

Stories maak 'n integrale deel van ons lewens uit. Interaktiewe stories stel die deelnemer in staat om die storiewêreld op 'n interaktiewe wyse te verken. Traditionele interaktiewe stories het egter sekere tekortkominge, soos byvoorbeeld dat hulle slegs die gebruiker toelaat om die storie van een oogpunt te ervaar en dit het 'n redelijke beperkte storielyn met slegs transformatie in tyd.

Die virtuele-identiteitsbenadering vir interaktiewe stories stel 'n mens in staat om verskeie virtuele identiteite te ontwikkel sodat die gebruiker die virtuele wêreld ervaar deur die oë van die spesifieke identiteite.

Hierdie tesis fokus op die ontwikkeling van interaktiewe stories vanuit dieselfde virtuele model vir verskillende gebruikers deur eienskappe soos geslag, ouderdom en kulturele agtergrond in ag te neem, asook vir verskillende toepassingsgebiede soos byvoorbeeld kultuur en opvoeding. 'n Interaktiewe storie-ontwikkelingsprogram is ontwikkel wat die gebruiker in staat stel om interaktiewe stories te ontwikkel met die virtuele-identiteitsbenadering. Deur die gebruik van die interaktiewe storie-ontwikkelingsprogram, kan die interaktiewe stories aangepas word vir verskillende gehore. Dus kan interaktiewe stories 'n baie belangrike rol speel in opvoeding en kultuur om mense meer te leer oor sekere onderwerpe, soos byvoorbeeld kulturele objekte.

Tesis studieleier: Prof. V. Lalioti
Department Rekenaarwetenskap

Ingedien ter gedeeltelike vervulling van die vereistes van die graad Magister Scientia
Acknowledgements

I would like to thank the following people for their help and contributions, without which this research would not have been possible:

- Prof. V. Lalioti for her guidance and support as my supervisor
- GMD VE-group for their support and use of their facilities
- Jeremy Eccles for his support with modelling tools
- Bernd Fröhlich for his support with using the CAVE
- Gernot Goebbels for his support with AVANGO
- Gerhard Eckl for his support with using the SoundServer
- Carey-Ann Jackson for her advice and support and for sharing her knowledge on many psychological issues
- Johan Eksteen for his help with accessing the Cato Manor model files from Germany
- CSIR for their financial contribution and the use of the Cato Manor model
- UP for the use of their facilities
- NRF for financial support

I would also like to thank everyone that supported me during this time and had endless patience listening to my thoughts and ideas and encouraging me when I needed it the most.

I would like to give a special thank you to Lutz Helbig for his love and support that gave me the necessary encouragement to believe in myself.
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