Story beads: a wearable for distributed and mobile storytelling

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Abstract:
Stories take hundreds of different forms and serve many functions. They can be as energetic as an entire life story or as simple as a case of directions to a favorite beach. Storytelling processes are challenged and changed by technological developments in the worlds of text and image manipulation. The invention of writing changed the story from an orally recounted form which was mediated by the storyteller, to a recorded exact version, instead of a fleeting experience, a spoken weaving of a storyteller’s tale. The story became an immutable object. In cinema stories are told with a sequence of juxtaposed still images moving at a speed fast enough to fool the eye into seeing a continuously changing image instead of one image after another. Television eventually coerced storytelling into 30-minute segments linked together, week by week, over a season broadcast to a large audience. The invention of the computer allowed storytelling to become flexible within a smaller granularity of content. Using the computer capabilities for storage and manipulation of information, authors can design stories and present them to different viewing audiences in different ways. Mobile computing, like the technological developments that came before it, will demand its own storytelling processes and story forms. This thesis defines a specific storytelling process, which I call Transactional Storytelling. Transactional Storytelling is the construction of story through trade and repurposing of images and image sequences. StoyBeads are wearable computers developed as a tool for constructing image-based stories by allowing users to sequence and trade story pieces of image and text. StoyBeads are modular, wearable computer necklaces made of tiny computer “beads” capable of storing or displaying images. Beads communicate by infrared light, allowing the trade of digital images by beaming from bead to bead or by trade of a physical bead containing images. My thesis proposes a tool for mobile story creation that will produce a unique storytelling process for constructing image-based stories.

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In the beginning: stories were told around the campfire, strengthening and shaping the tribe identity, giving it values and creating a reputation towards other tribes. Stories define who we are and what we stand for. Religious stories gave people meaning and guidelines for how to live – think the bible. Stories bring together and inspire people – think the American dream. Western economy is driven by emotions and the good life – stories is in higher demand. Nobody is telling us what to do or think – we have so many choices. Products becomes symbols we use to tell stories. Tell a story about how your company makes a difference!

Concussion writing…

A strong brand is a combination of facts and emotions. Three touches to wearable storytelling. As is the practice with any technology, wearables for the purpose of storytelling must be viewed with a bit of a discerning eye. The most useful devices need to deliver new and unique capabilities, and enhance the wearer’s ability to find and generate content. Consider the following criteria for successful storytelling through wearable devices:

1. Natural touch. Those in the business of telling stories are always looking for that unique way to find and package a message for the audience. Couple this with the fact that we live at a time when technology innovation is at an all-time high. Blending these two ideas will help better uncover and deliver the content that has seemingly been out of reach.