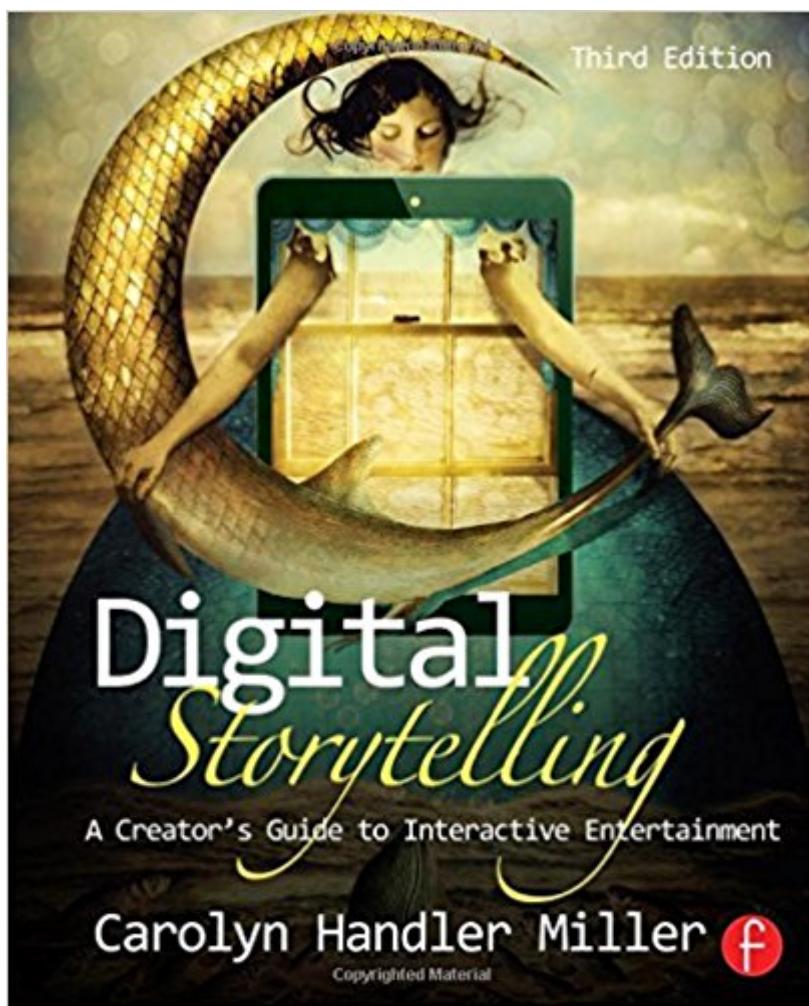The book was found

# Digital Storytelling: A Creator's Guide To Interactive Entertainment

## Synopsis

Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences.  The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. TheyÃ¢â¬â„¢re immersive, letting the user interact with the story and letting the user enter the story and shape it themselves. This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industryÃ¢â¬â„¢s biggest names, showing you how they build and tell their stories.

## Book Information

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## Customer Reviews

Carolyn Handler Miller is one of the pioneering writers in the field of digital media, moving into the field after a successful career in TV and feature films. As a writer of New Media content, a profession she calls "digital storytelling," CarolynÃ¢â¬â„¢s projects include video games, virtual worlds, webisodes,, intelligent toy systems, and transmedia entertainment. She was a contributing writer for the classic "Where in the World is Carmen San Diego?" series of games and wrote the

interactive version of the original Toy Story movie for Disney and Pixar. Sheâ¬â¢s an international speaker on New Media (Rome, Paris, the UK, South Africa, Malaysia, and Australia) and works as a consultant on digital media projects for a roster of national and international clients.

If Carolyn Handler Miller was a ball player I'd say she hit it out of the park with this Third Edition of Digital Storytelling. The heart of every media platform is the story. Without it, it's like receiving a beautifully wrapped present but with nothing inside it. Miller knows story. She's lived and breathed story ever since she formulated her first sentence. With Digital Storytelling, Miller's gifted us with a book that is not only an exhaustive examination of the subject, but is also fun to read. I make a living writing for both entertainment and non-fiction arenas. Too often in the past, writers would explore one arena without mentioning the other, which for this writer was frustrating since I often blended techniques of both to give my work substance. Miller addresses both, whether using Digital Storytelling in business to teach and train or for promotion and advertising, or in the various platforms devoted to Digital Entertainment. Storytelling isn't new. Whether we're writing a play or screenplay, a training video or a documentary, or an interactive game, the tools we use to flesh out story are as old as Aristotle. Some might argue that plunging into the interactive realm might be a little challenging, but I would posit that these same people have to read Digital Storytelling. Buy it, wrap it, and give it to yourself as a well-deserved present.

Got it in nice shape.

At 1.25 by 7.5 by 9.25 inches this third edition 546-page book is typeset in very small Times New Roman font that made it a difficult read for me.In spite of that, Carolyn Handler is an exceptionally talented writer whose knowledge and enthusiasm show through sharing a subject that she clearly loves. She has written an interesting, well-organized and easy to understand textbook explaining old linear and new digital tools historically developing the art of modern day Storytelling methods and media.Her textbook, Digital Storytelling: A CreatorÃƒÂ¢Ã â¬Ã â¢s Guide to Interactive Entertainment is divided into a 5-part comprehensive study written for novice students and enthusiasts. In laymen terms, she introduces the reader to new technologies and creative opportunities, creating story-rich projects, harnessing digital storytelling for pragmatic goals, media and models and career considerations.Like most textbooks, this one enables students to learn the terms and languages used in this field, but this one has an excellent glossary, subject index, project index and bibliography that reinforce information, concepts and various aspects linear narrative,

digital storytelling, architecture and career opportunities.I especially like the questions at the beginning of each chapter designed to engage the pondering student with the chapter at hand. Additionally each chapter ends with a conclusion reinforcing concepts and material covered.Although the print is small and the material vast for the casual reader, I would enthusiastically recommend it for high school or college level classrooms or for those who are interested in this field, but prefer to study at their own pace.Enjoy!

If you are interested in digital storytelling, there is much to love in this book including:* comprehensive content ~ explores structure, characters, social media, promotion & advertising, video games, mobile devices & apps, electronic kiosks and working as a digital storyteller including others* helpful lists in each chapter ~ some favorites include: basic ingredients of interactivity p.64; 10 new tools of interactivity p.83; critical story path p.120 and guidelines for creating a new project p.187 and 10 step development checklist* helpful resource ~ refers you to articles, books, youtube videos, and organizations pertinent to each topic* well-organized ~ layout is excellent (albeit print a tad small) with questions at the beginning of each chapter, conclusion at end and questions and projects appropriate for classroom useReally enjoyed the information on transmedia digital story telling. This book is 500+ pages - it is written in an easy, conversational style and you can read the chapters which most interest you. I found I could read 3-4 chapters at a time and then needed time to think about the content. The author, in early chapters, discusses the ingredients of regular storytelling and then described the added features of digital storytelling and how they relate. If this topic is fairly new to you, you will learn a lot from this book.You will learn how video games are designed and how cohesion is achieved when you have tangential plots. The difference between structure and plot of games is well defined. There are great quotes by industry insiders. One is that games have a sweet spot. A designer Greg Roach describes:"These granules of information can be character, atmosphere, or action. But if a work is too granular, if the user is inputting constantly, there are no opportunities for story....you must find a balance between granularity and solidity. You need to find the 'sweet spot' - the best path through the narrative, the one with the optimum number of variables."Liked another piece of advice regard characterization: "Avoid stereotypes, or alternatively, play against them. Stereotypes can make your work seem predictable and bland. Either avoid them completely or take a familiar stereotype and give it a twist. For example, make your mad scientist a little old lady, or have your tough enemy soldier be an expert on French champagne."The author, Carolyn Handler Miller, is a pioneering writer in the field of digital media and worked on projects including the interactive version of the original TOY STORY movie for

Disney and Pixar. She has worked on projects such as games, webisodes, and transmedia entertainment so she writes from experience and industry contacts.

Digital Storytelling: A creator's guide to interactive entertainment A Creator's Guide to Transmedia Storytelling: How to Captivate and Engage Audiences Across Multiple Platforms Creative Storytelling Guide for Children&#146;s Ministry: When All Your Brain Wants to Do Is Fly! (The Steven James Storytelling Library) Digital Storytelling: Capturing Lives, Creating Community (Digital Imaging and Computer Vision) Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Films TED Talks Storytelling: 23 Storytelling Techniques from the Best TED Talks Sharable Parables: Creative Storytelling Ideas for Ages 3-12 (The Steven James Storytelling Library) Storytelling with Rubber Stamps (Scrapbook Storytelling) Improving Your Storytelling: Beyond the Basics for All Who Tell Stories in Work and Play (American Storytelling) Shanghai China Travel Guide: The Best Attractions, Lodging, Shopping, Eateries, Entertainment and More (Weird Food, Sights, Family, Chinese, Massage, Asia, ... Adult Entertainment, Itenerary Book 1) Monetizing Entertainment: An Insider's Handbook for Careers in the Entertainment & Music Industry Branded Entertainment: Product Placement & Brand Strategy in the Entertainment Business Law and Business of the Entertainment Industries, 5th Edition (Law & Business of the Entertainment Industries) Interactive Storytelling for Video Games: A Player-Centered Approach to Creating Memorable Characters and Stories Interactive Storytelling: Techniques for 21st Century Fiction Photography: Complete Guide to Taking Stunning,Beautiful Digital Pictures (photography, stunning digital, great pictures, digital photography, portrait ... landscape photography, good pictures) Bitcoin Basics: Cryptocurrency, Blockchain And The New Digital Economy (Digital currency, Cryptocurrency, Blockchain, Digital Economy) Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures (Photography, DSLR, cameras, digital photography, digital pictures, portrait photography, landscape photography) Managing Interactive Media Projects (Graphic Design/Interactive Media) Feature Detectors and Motion Detection in Video Processing (Advances in Multimedia and Interactive Technologies) (Advances in Multimedia and Interactive Technologies (Amit))

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