



# ACM & ACM SIGGRAPH HONOLULU CHAPTERS

PRESENT

Tuesday, April 29, 2003, 6:30-9:00 pm  
Bilger Hall 150, UH Manoa

## INTERACTIVE NARRATIVE IN COMPUTER GAMES

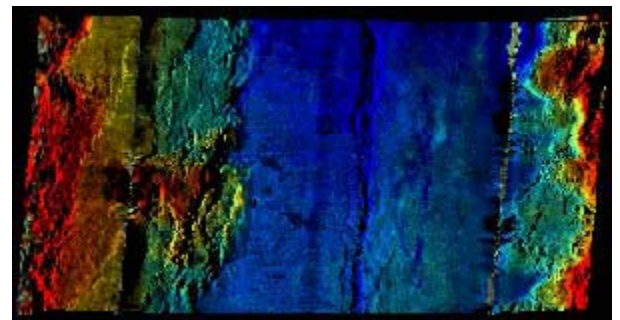
**KIM BINSTED PH.D., ICS UH**

**Abstract.** In traditional film, the audience has no effect on the story. The narrative is created by the filmmaker, and then presented as a 'done deal' to passive viewers. In a computer game, on the other hand, what happens on the screen is directly influenced by what the player does. However, this very interactivity makes it much more difficult to design narratives with the kind of sophistication and depth found in traditional film. In most cases, computer games rely on highly stereotyped narrative genres (such as sports and war stories), or severely constrain the player, so that genuine interaction is limited to narrow tasks (kill this monster, solve this puzzle) but does not affect the overall plot. In this talk, I will present several examples of interactive narrative structures found in existing games, and discuss some of the design considerations behind them. I will also talk about some new interface devices, such as psycho-physiological sensors, which could support more sophisticated kinds of interaction. Finally, I will discuss interactive narrative as it is created in improvisational theatre, and some lessons game designers might learn from improvisation.

## UNDERWATER IMAGING

**TOM REED, PHD, OCEANIC IMAGING & UH**

**Abstract.** Dr Reed is president of Oceanic Imaging Consultants, Inc. which provides solutions for mapping the seafloor for the world's military, commercial and academic markets. This talk describes his work in the areas of acoustics, remote sensing, and cutting edge technology as applied to problems in marine geology and geophysics. <http://www.oicinc.com/>



ACM contact: Jason Levy – [levy@hawaii.edu](mailto:levy@hawaii.edu), <http://www.acm.org>  
ACM SIGGRAPH contacts: Eric Gusukuma [keng@siggraph.org](mailto:keng@siggraph.org),  
Marilyn Everett [everettm004@hawaii.rr.com](mailto:everettm004@hawaii.rr.com),  
<http://www.siggraph.org>  
More information: <http://www2.hawaii.edu/~nreed>

Admission Free and Everyone Welcome  
Parking is \$3.00 on Campus

