

ZOO



new MEDIA new NARRATIVES



NARRATIVES frame our views of the world. From cave paintings to web sites, stories animate our human need to communicate. Yet the new world of interactive electronic communications challenges traditional paradigms of storyteller and audience—revolutionizing how we compose and experience narratives.

THE SIXTH ANNUAL LIVING SURFACES CONFERENCE

will explore digital storytelling through interactive media, communications and products, spaces and services, commerce and culture. Bring your answers and more questions to

PARK CITY, UTAH OCTOBER 8-11, 1998

NEW METHODS: How do narratives structure the design of new media? How can storytelling be used in the design process? What new theories offer useful communications strategies? **NEW ISSUES:** What happens to authorship when texts can be navigated non-linearly? What is the role of an interactive and participatory

spot, ya, even that the instant, and...
 16 Because those shall forget thy misery,
 remember as source that pass away...
 day; thou shalt shine forth, thou shalt be
 morning, thou shalt be seen, because
 hope, you, thou shalt, all about thee,
 one that feareth, God, and escheweth evil,
 will be hideth that the integrity, although
 cause, that we require thee, to destroy the
 E13 Then, Myrdach, commanded to
 escape in the king's house, more than
 Jews.
 14 For, if thou, altogether, before, 20
 15 And, thou, shalt, together, they, hear
 16 And, thou, shalt, together, they, hear
 17 And, thou, shalt, together, they, hear
 18 And, thou, shalt, together, they, hear
 19 And, thou, shalt, together, they, hear
 20 And, thou, shalt, together, they, hear
 21 And, thou, shalt, together, they, hear
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 29 And, thou, shalt, together, they, hear
 30 And, thou, shalt, together, they, hear
 31 And, thou, shalt, together, they, hear
 32 And, thou, shalt, together, they, hear
 33 And, thou, shalt, together, they, hear
 34 And, thou, shalt, together, they, hear

audience? How do the roles of author and audience change? What are the aesthetic implications when designer/authors relinquish some control to our audiences? **NEW POSSIBILITIES:** How can stories be told dynamically? What new types of stories can be told in digital media? **COMMUNITY:** How can stories build common ground? How does narrative support Internet communities? How are people using stories on the web to express identity in new ways? **Organizations:** How can narratives help communicate information? **PRODUCT DESIGN:** How do digital products embody narratives? **CULTURE AND POLITICS:** How does storytelling express values and change behavior? How does the web's easy access to authorship impact democracy and personal freedom? **SPEAKERS:** 1 MIKE ALBO, 2 DANA AUCHLEY, 3 ANDREW BLAINVILLE, 4 ANNE BURDICK, 5 STEVE DIETZ, 6 ELLIOTT PETER EARLS, 7 SHELLEY EVENSON, 8 HARRY GOTTLER, 9 KATALINA GROM, 10 DANA GROMALA, 11 RICHARD GRUNN, 12 MAT HENTER, 13 STEVEN JOHNSON, 14 DONALD MARINELLI, 15 ANTHONY MCCALL, 16 EMILY OBERMAN & BONNIE SIEGLER, 17 CHRIS PACIONE, 18 MIROSLAW ROKALA, 19 POTE SYTHALSKI, 20 ASHBY TELLER, 21 JOHN THACKARA, 22 MARC TINKLER, 23 TUCKER VEMEISTER, 24 SUSAN YELAVICH.



21

20

22

