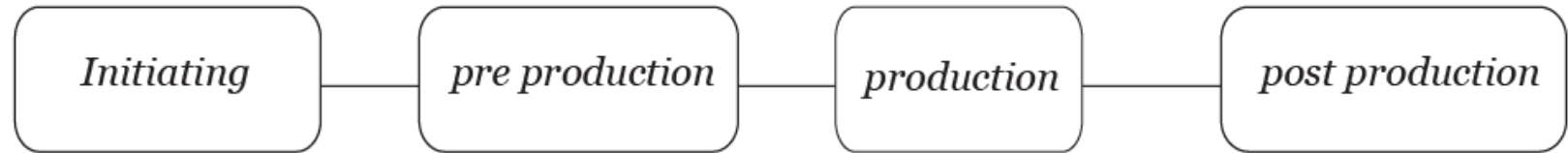


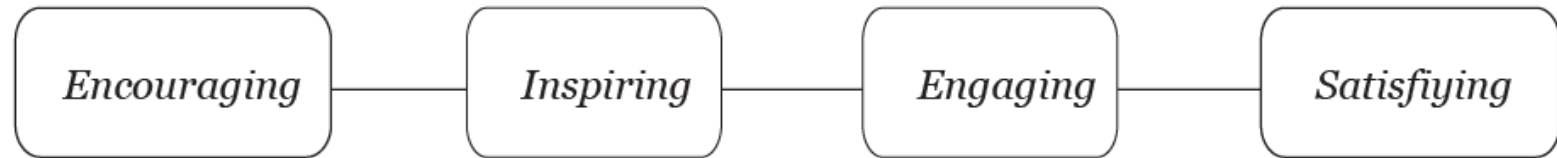
*Facilitating non-native residents  
storytelling in Netherlands*

*Research Conclusion  
and Design Implications*

## *Interaction procedure in self video storytelling*



## *Interaction value*



*Attractive*

*Easy learning*

*trigger curiosity*

*meaningful metaphor*

*recall memory*

*elicite emotions*

*aware of uniqueness*

*stimulate story*

*feedback*

*social interaction*

*stimulating guidance*

*playful activity*

*end cue*

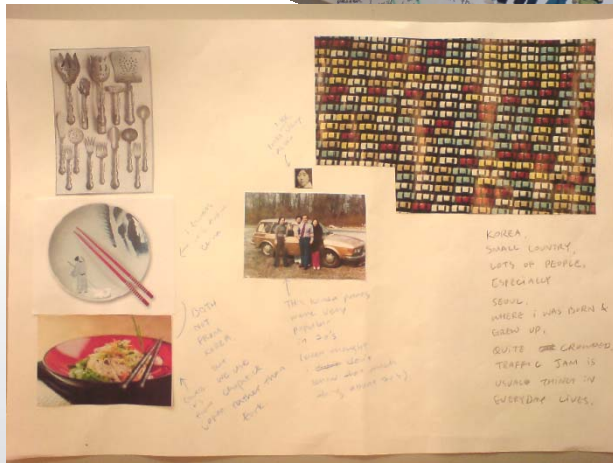
*review & edit possibility*

*keep or publish*

*reward of participate*

# The Generative session And the storytelling club













## *People at the Storytelling club*



# Tic tac tell

## tic tac tell





compete to be the master storyteller!

|   |   |   |   |   |                               |
|---|---|---|---|---|-------------------------------|
| tell me your feeling when stereotyped?  |  | when was your best holiday?   | what makes you exotic?  | tell a culturally incorrect joke  |                               |
|  | what is this?   | what is the most important value?   |  | what is the most unbearable food?   | sing a lullaby                |
| memorable movie?  | are you easily adapting or?   | what makes you different?   | what makes you unique?  |  | your feeling?                 |
|  | what is this?   | what turns you off?   | food you really missed?   | where are your parents come from?   | tell us your love story?      |
| where is the best place to live?  | what you can not compromise?  |  | what is this?   | tell us your dream  | which culture identifies you? |

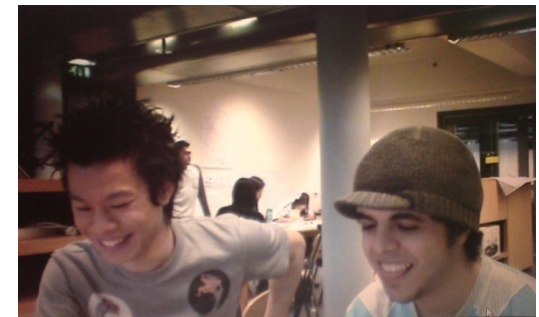
take turn to compete 4 in a row line to win, each consist a story you must tell with video recording

## tic tac tell

compete to be the master storyteller!

|   |  |  |   |
|---|--|--|---|
|  | when was your best holiday?                  | what makes you exotic?                       | tell a culturally incorrect joke  |
|  | what is the most important value?            | <del>what is the most unbearable food?</del> | sing a lullaby  |
| <del>your feeling?</del>  | <del>what makes you different?</del>         | what makes you unique?                       |  |
| <del>food you really missed?</del>  | <del>where are your parents come from?</del> | tell us your love story?                     | which culture identifies you?   |
|  | what is this?                                | tell us your dream                           | which culture identifies you?   |

take turn to compete 4 in a row line to win, each consist a story you must tell with video recording



# Adjustment to Design Goal

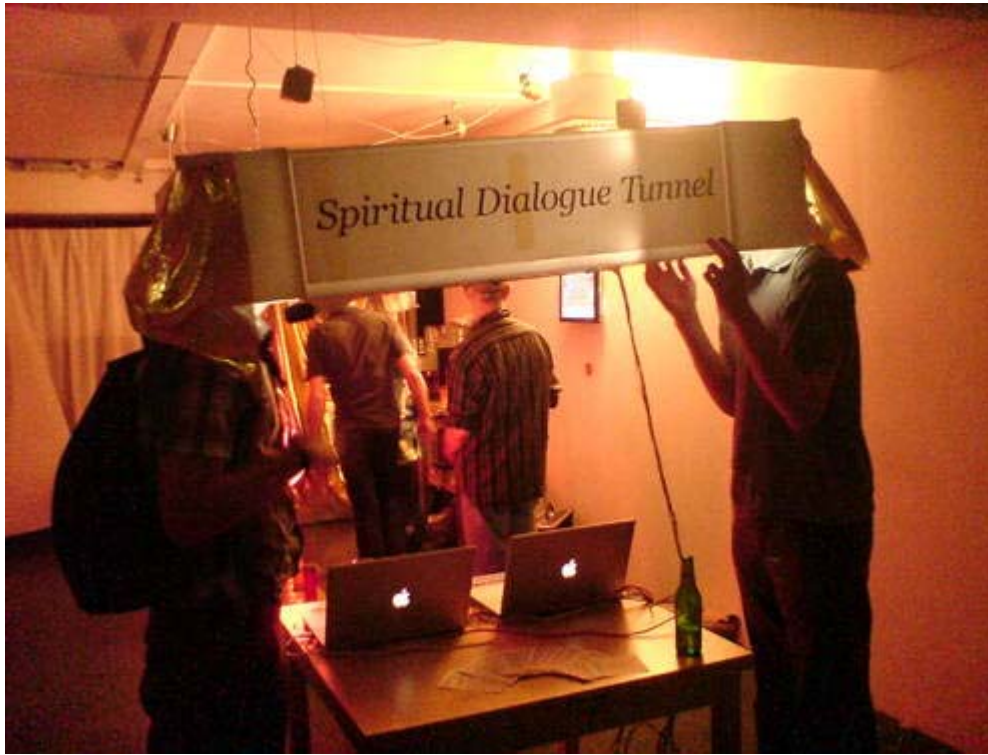
Not only the end product encourage People to tell their story even more the video that is made should also fascinating to anonymous people. In order to achieve that these issue should be addressed:

- Getting the right people to talk
- Technical quality (e.g. audio noisy and lighting) are essential
- A focus topic is a vital element , look for original, provoking and contrasting
- Preparing people to make a catchy video





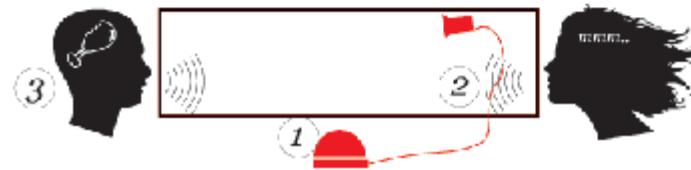




# What you really wish to eat right now?

*Make video confession about  
foods that you really missed,  
snacks back home or grandma cooks,  
the unforgettable aroma and sensations,  
and how you really missed it  
share it to each other.*

*Grab a friend or a stranger. Press the red button.  
Poke your heads to the tunnel and start!.*



## *Research Question*

*What encourage people to tell stories?*

*What is the story theme people like to tell?*

*What motivate people to tell story?*



## Comparing the stimulants based on 9 participant of 45 clips

| Type                   | + for Storytelling   | - for storytelling   | User favor                                  | Theme |
|------------------------|--|--|---|-------|
| <i>Personal Object</i> | <ul style="list-style-type: none"> <li>• Reach Personal Level</li> <li>• Easy to tell</li> </ul>                   | <ul style="list-style-type: none"> <li>• difficult to choose</li> <li>• mundane objects are boring</li> </ul>                                | Unexpected memory, personal, personal value |       |
| <i>Selected Object</i> | <ul style="list-style-type: none"> <li>• Encourage to Act&amp; Animate</li> <li>• Spontaneous</li> </ul>           | <ul style="list-style-type: none"> <li>• Superficial when there is no interesting object</li> <li>• finding suitable</li> </ul>              | Could be inspiring, Easy to tell,           |       |
| <i>Picture</i>         | <ul style="list-style-type: none"> <li>• Induce Memory</li> <li>• stimulate concern</li> </ul>                     | <ul style="list-style-type: none"> <li>• time to choose</li> <li>• providing appropriate pictures</li> </ul>                                 | Think deep, Inspiring, Ambiguous,           |       |
| <i>Keywords</i>        | <ul style="list-style-type: none"> <li>• Value and personal level</li> <li>• Story is composed and deep</li> </ul> | <ul style="list-style-type: none"> <li>• time to compose a story</li> <li>• providing appropriate keywords</li> <li>• superficial</li> </ul> | Think deep                                  |       |
| <i>Food/Snack</i>      | <ul style="list-style-type: none"> <li>• detailed story</li> <li>• sensory</li> </ul>                              | <ul style="list-style-type: none"> <li>• difficult to provide</li> </ul>   | told the most thing, Clear,                 |       |

## Comparing the stimulants based on participant questionnaire

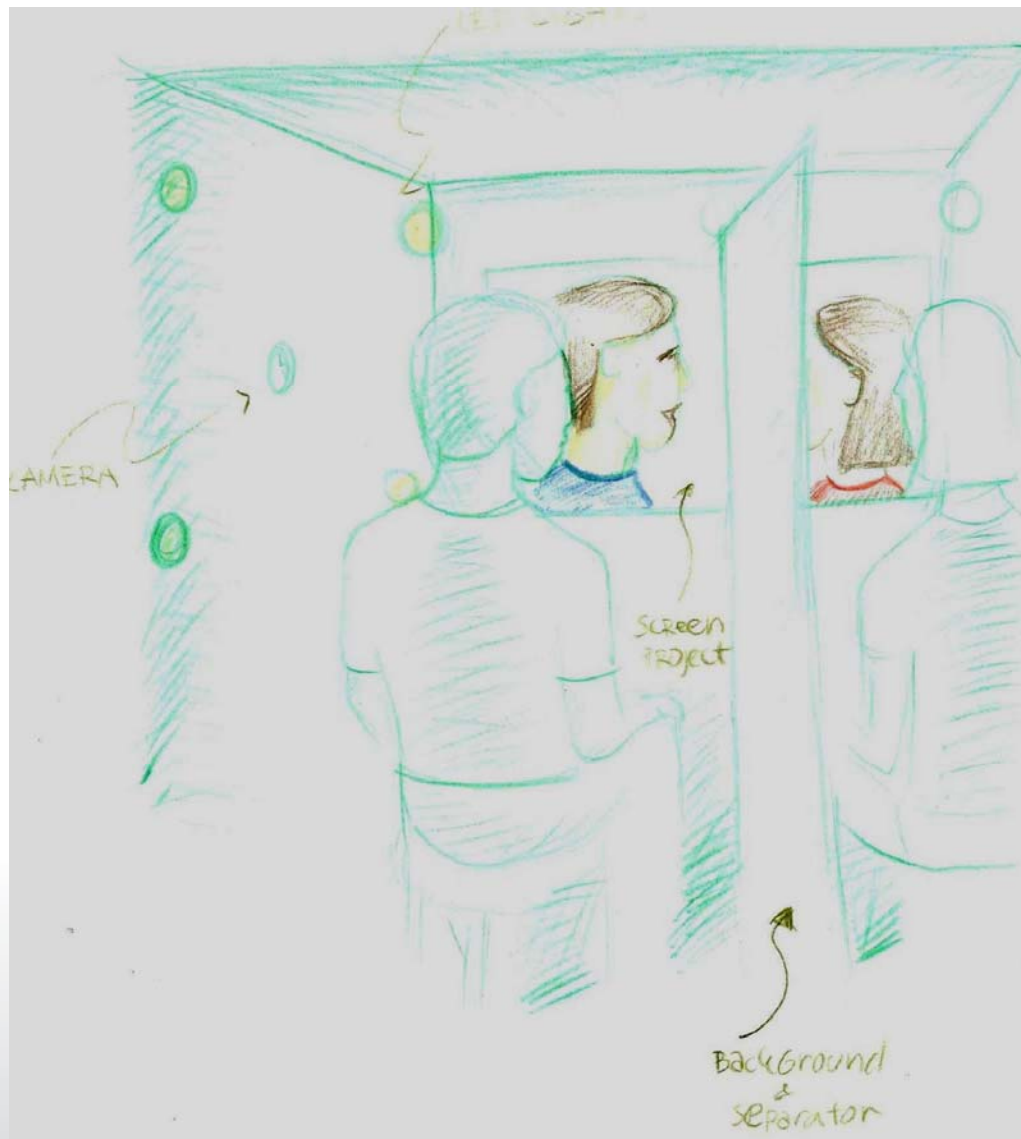
| <i>Interaction Type</i>                                     | <i>+ Experience</i>   | <i>- Experience</i>  | <i>Story Quality</i> |
|---|---|--|----------------------|
| <i>interface of himself<br/>(1 person)<br/>n=9</i>          | <ul style="list-style-type: none"> <li>• <i>more focused and committed</i></li> <li>• <i>privacy</i></li> </ul>   | <ul style="list-style-type: none"> <li>• <i>Uneasy, Embarrassing &amp; strange</i></li> <li>• <i>eyes off camera (seeing interface or audience)</i></li> </ul> |                      |
| <i>Tic Tac Tell<br/>(2 person)<br/>n=6</i>                  | <ul style="list-style-type: none"> <li>• <i>Fun</i></li> <li>• <i>get to know better</i></li> </ul>   | <ul style="list-style-type: none"> <li>• <i>eyes off camera (to the partner)</i></li> <li>• <i>superficial</i></li> </ul>                                      |                      |
| <i>Who's Your Queen<br/>(1 person)<br/>n=12 (observing)</i> | <ul style="list-style-type: none"> <li>• <i>Enthusiastic</i></li> <li>• <i>Filtering the right people</i></li> <li>• <i>Simple Instruction</i></li> </ul> | <ul style="list-style-type: none"> <li>• <i>Difficult to persuade people</i></li> </ul>  |                      |
| <i>Tunnel booth<br/>(2 person)<br/>n=18</i>                 | <ul style="list-style-type: none"> <li>• <i>intimate</i></li> <li>• <i>deep explanation</i></li> </ul>  | <ul style="list-style-type: none"> <li>• <i>too intimate</i></li> <li>• <i>demanding</i></li> </ul>  |                      |

# Interaction Design Theme

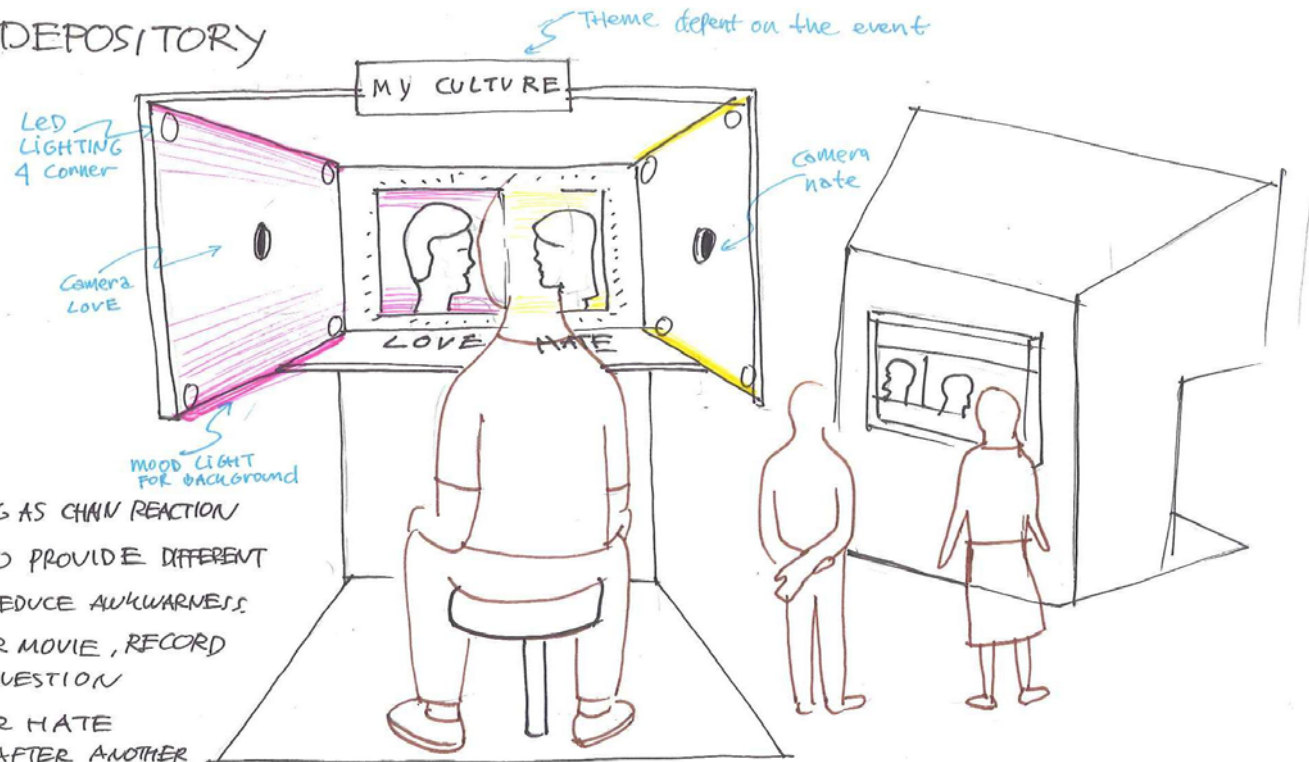
- Conversation
  - Playful
  - Anonymous
- Acting & Animate
  - Intimate
  - Creative



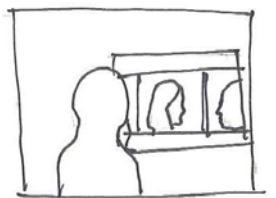
# *Conversation*



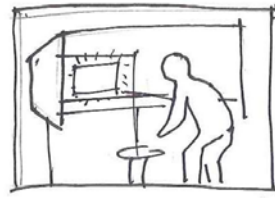
# EMOTION DEPOSITORY



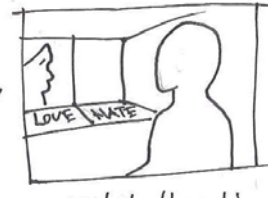
- STORY TELLING AS CHAIN REACTION
- SIDE VIEW TO PROVIDE DIFFERENT PERSPEKTIF, REDUCE AWKWARDNESS
- WATCH EARLIER MOVIE, RECORD AND LEAVE QUESTION
- THE LOVE OR HATE WILL CHANGE AFTER ANOTHER EFFECTING THE BOOTH AUDIENCE



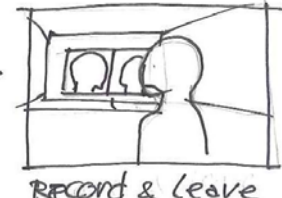
watch the Archive



Going Inside



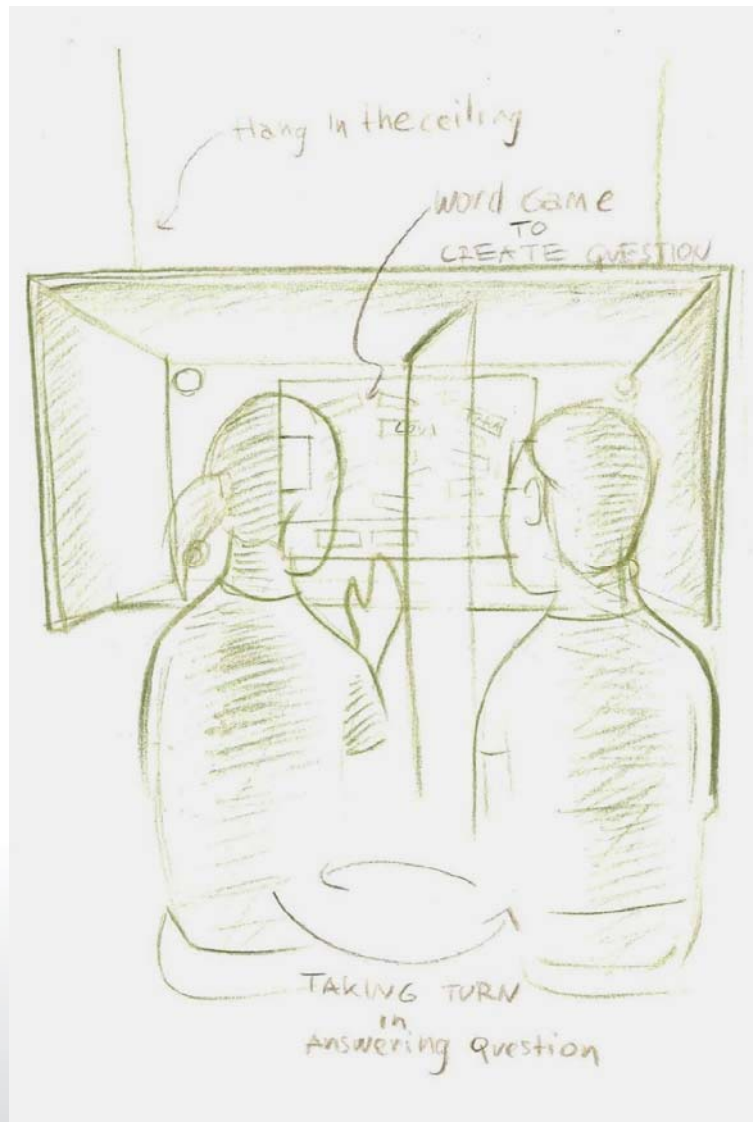
watch the clip



RECORD & leave  
a question  
"tell me about ...!"

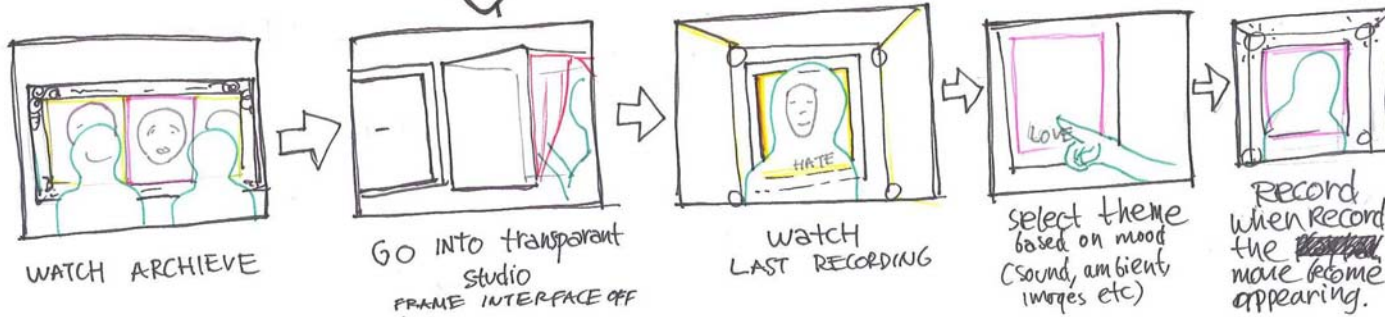


*Playful*



*Anonymous*

# INTERACTIVE SELF-PORTRAIT

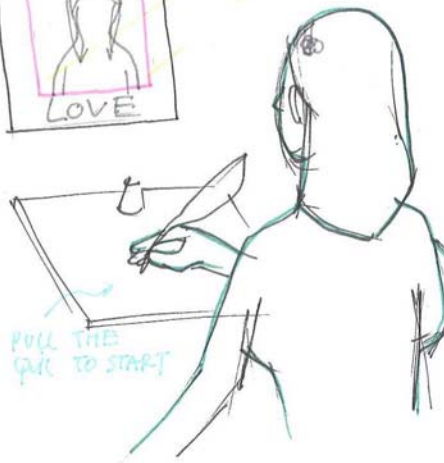
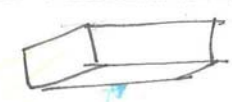
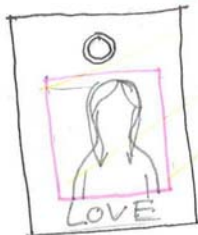
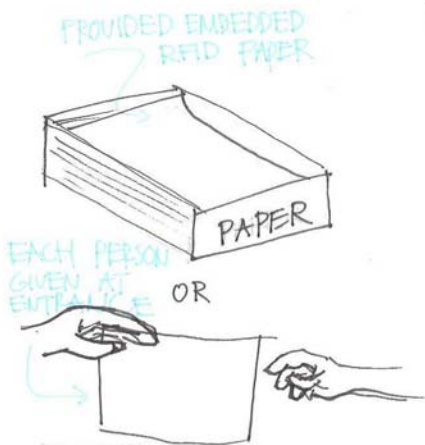


*Intimate*

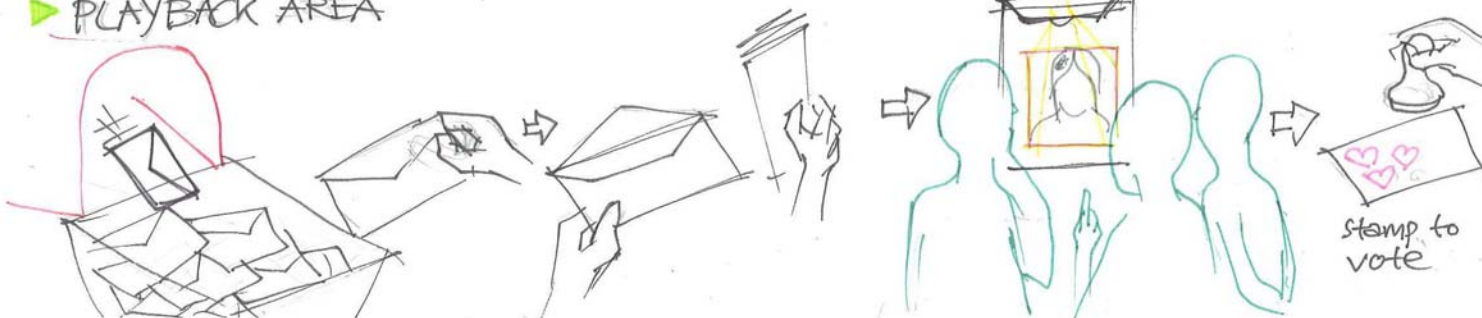


# STORY IN A LETTER

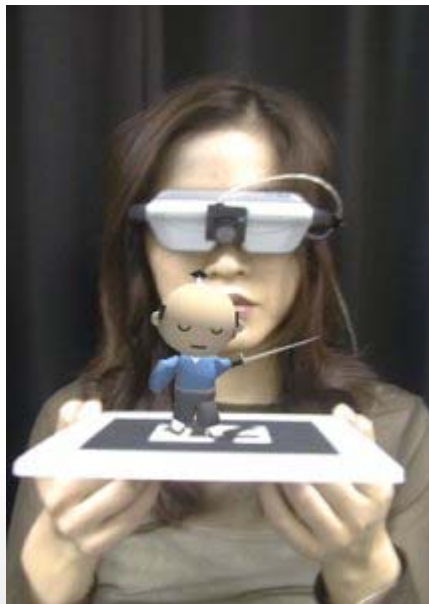
## ● RECORDING AREA



## ▶ PLAYBACK AREA



# *Acting & Animate*



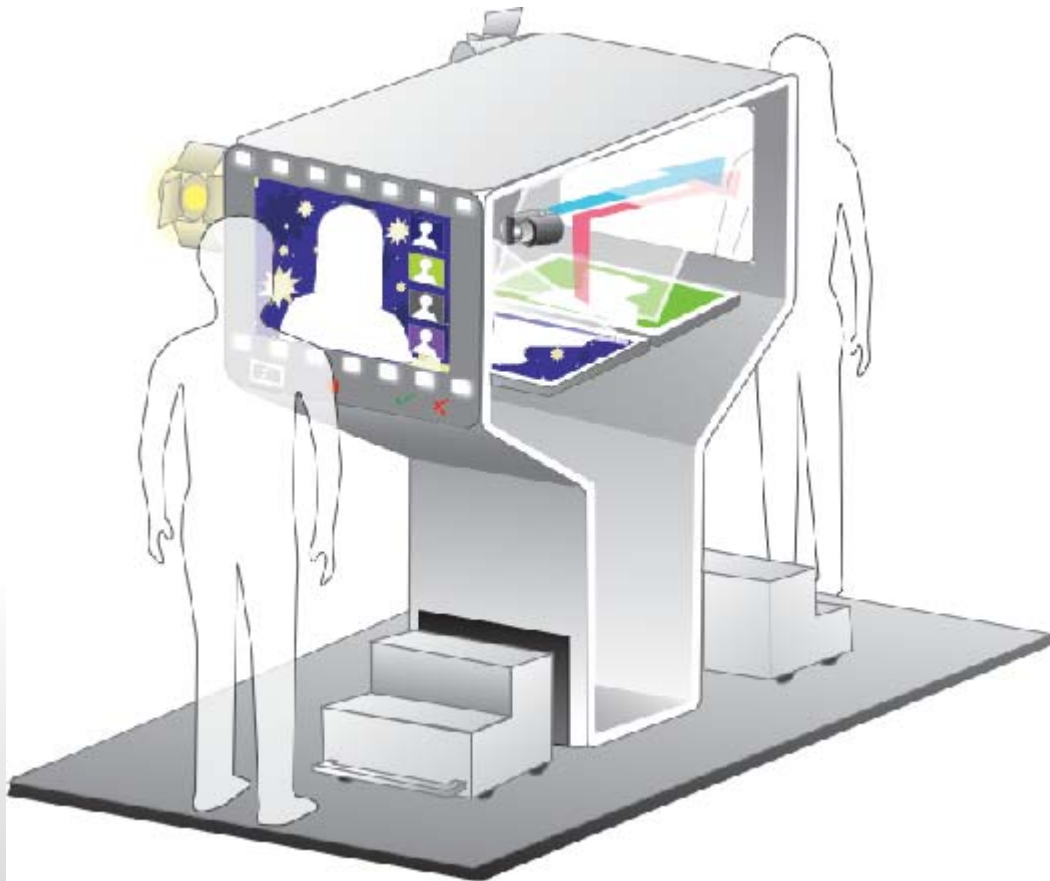
*Thank You!*

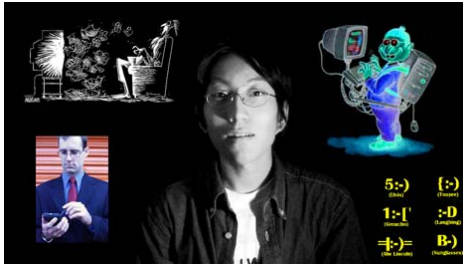
*Creative*

*Book of Ideas*

*Scanning image with magnifying glass, to  
place image, words into interface and start  
telling story*







## *Interface feature possibility:*

- *Paper ghost (camera behind screen)*
- *effect over & underlay*
- *Ambient sound*
- *human feedback*
- *preview, delete & publish*
- *watch examples*
- *preset lighting (flat, personal, dramatic etc)*

