NTNU

Innovation and Creativity

NEM position paper: Digital storytelling

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WAN-IFRA http://mid.wan-ifra.org/
Global Alliance for Media Innovation

nem
New European Media

NxtMedia

Content

- Who am I?
  - Professor at NTNU Trondheim
- What do I do?
  - Sensor based digital storytelling
- Why am I here?
  - Editor of the position paper on Digital Storytelling
 - Seeking input and contributions for the final version

Andrew Perkis
Professor, Department of Electronics and Telecommunications, NTNU

- Speech coding, GSM (Mobile)
- Error resilience (Mobile)
- Information Theory, Joint source and channel coding
- Image compression, JPEG2000 (Broadcasting)
- MPEG-21(Broadcasting, Media)
- Media Technology (Media)
- Digital Cinema
- IMTE (Art and Technology)

Sensor based digital storytelling

Prof. Andrew Perkis, Dr. Techn., MTM,

Department of Electronics and Telecommunications
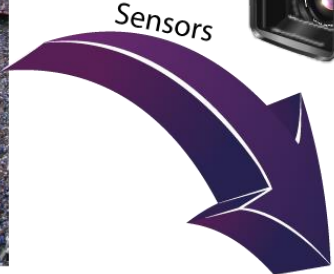Norwegian University of Science and Technology

Sensor based digital storytelling

Photo by permission of Adresseavisa
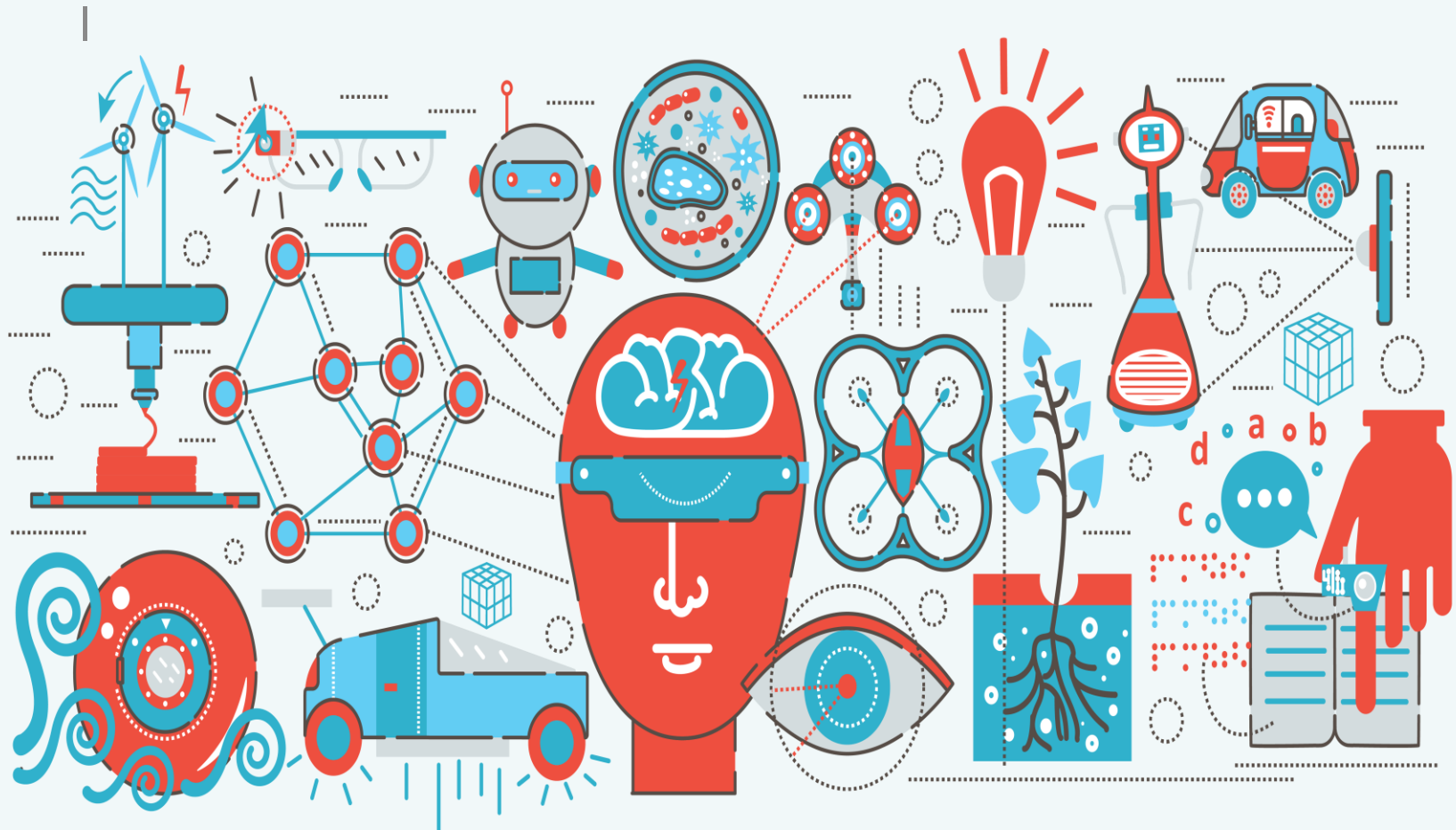
Sensor based digital storytelling

Sensing & Capture

Sensors

Changing the viewer into a
participating, engaged and
immersed user

Digital Story

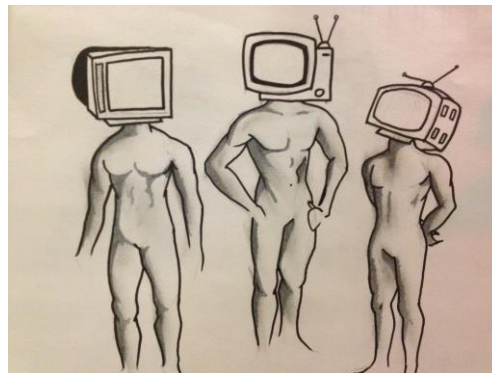Device & Display

Creates a Sense of Being

There

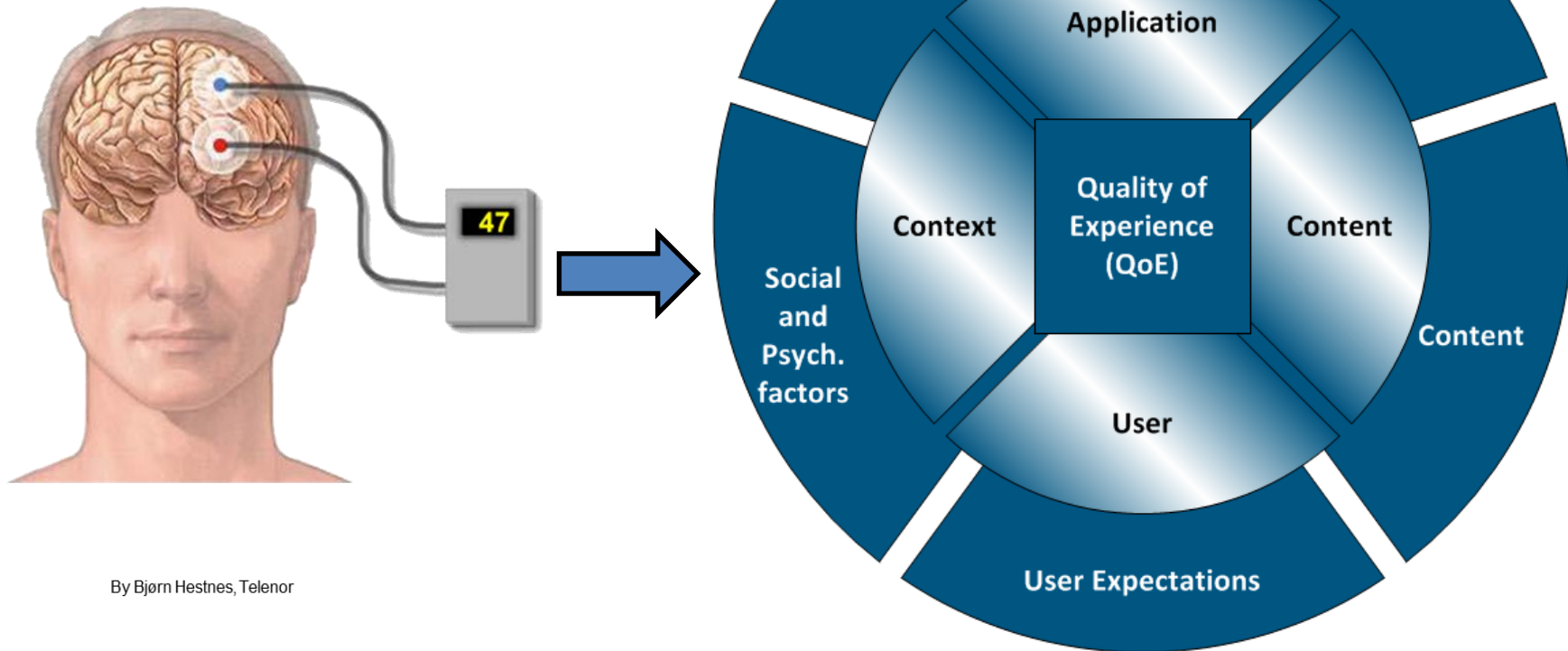Delivery

Challenges for storytellers

Immersive narratives: How do you tell a story surrounding the audience making them participants

- Content base
  - Sensor data
  - Archived Text, Audio, Video
  - Capture, 360 cameras
- Visualisation
  - Screens
  - Spaces
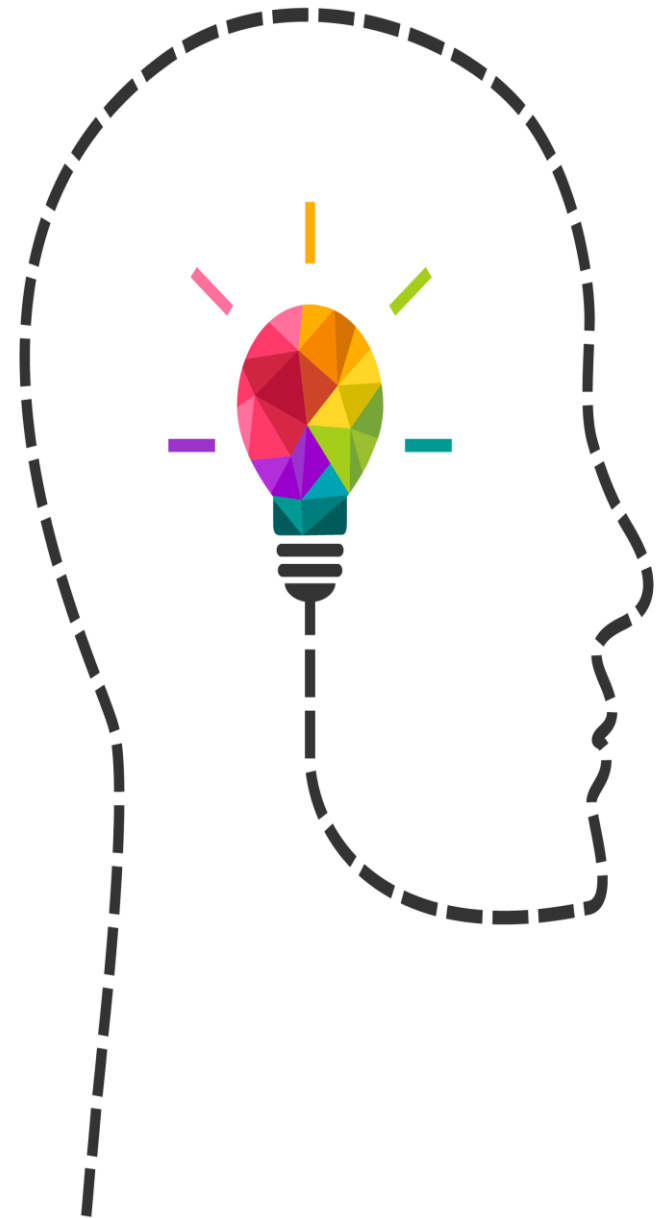- GUI/NUI
  - Interaction

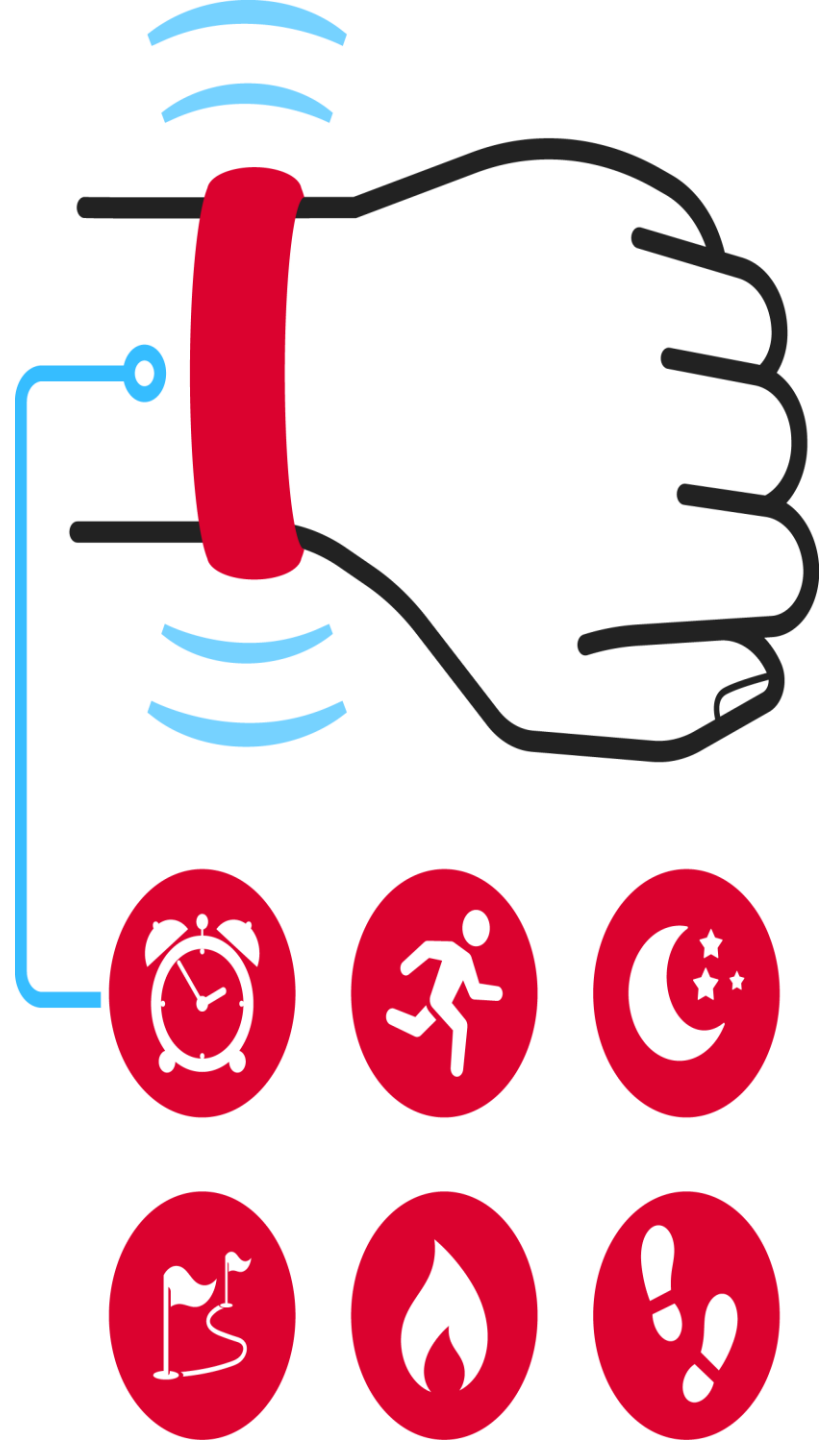ICT-19 IA

Quality of Experience - QoE

By Bjørn Hestnes, Telenor

What does it take?

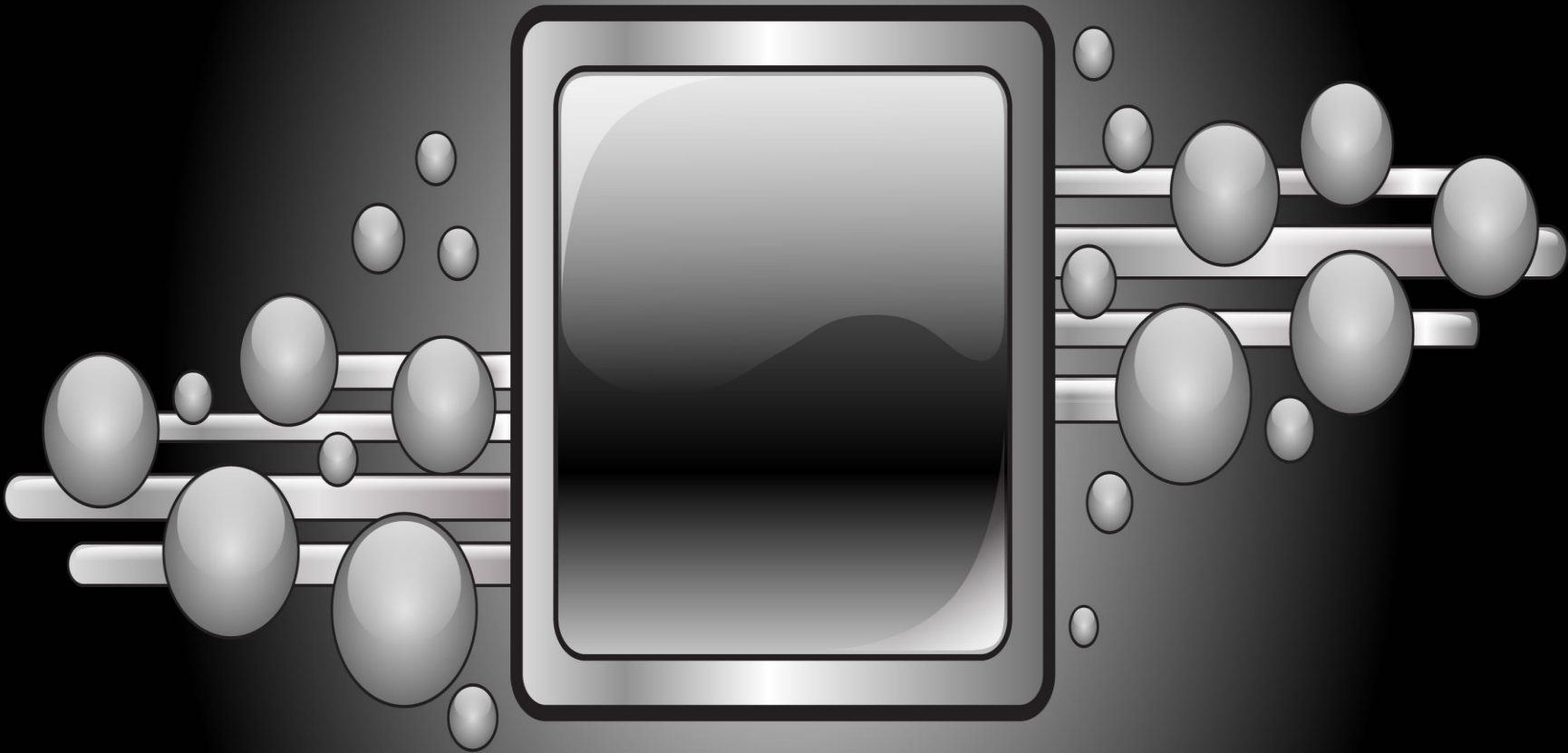## Creative narrative

and …

Sensors

and …

Interaction

and …

and …

Position paper on Digital Storytelling

Vision

Our position paper aims to provide a clear definition of digital storytelling for the creative and media industry and *identify gaps and weaknesses* in the story creation and consumption workflow. The paper should conclude with a *roadmap* towards a fully interoperable way forward for *Immersive Media technology Experiences*.

Table of contents

- Immersive narratives (AR/VR)
- Authoring tools
- Real time storytelling
- Storytelling for all
- Application examples – "making money"
- Content re-use, copyright and licensing
- The future
- Roadmap towards a fully interoperable way forward for Immersive Media technology Experiences.

Those wanting to contribute will have to send me their Google id so I can share the document with you (andrew@iet.ntnu.no)