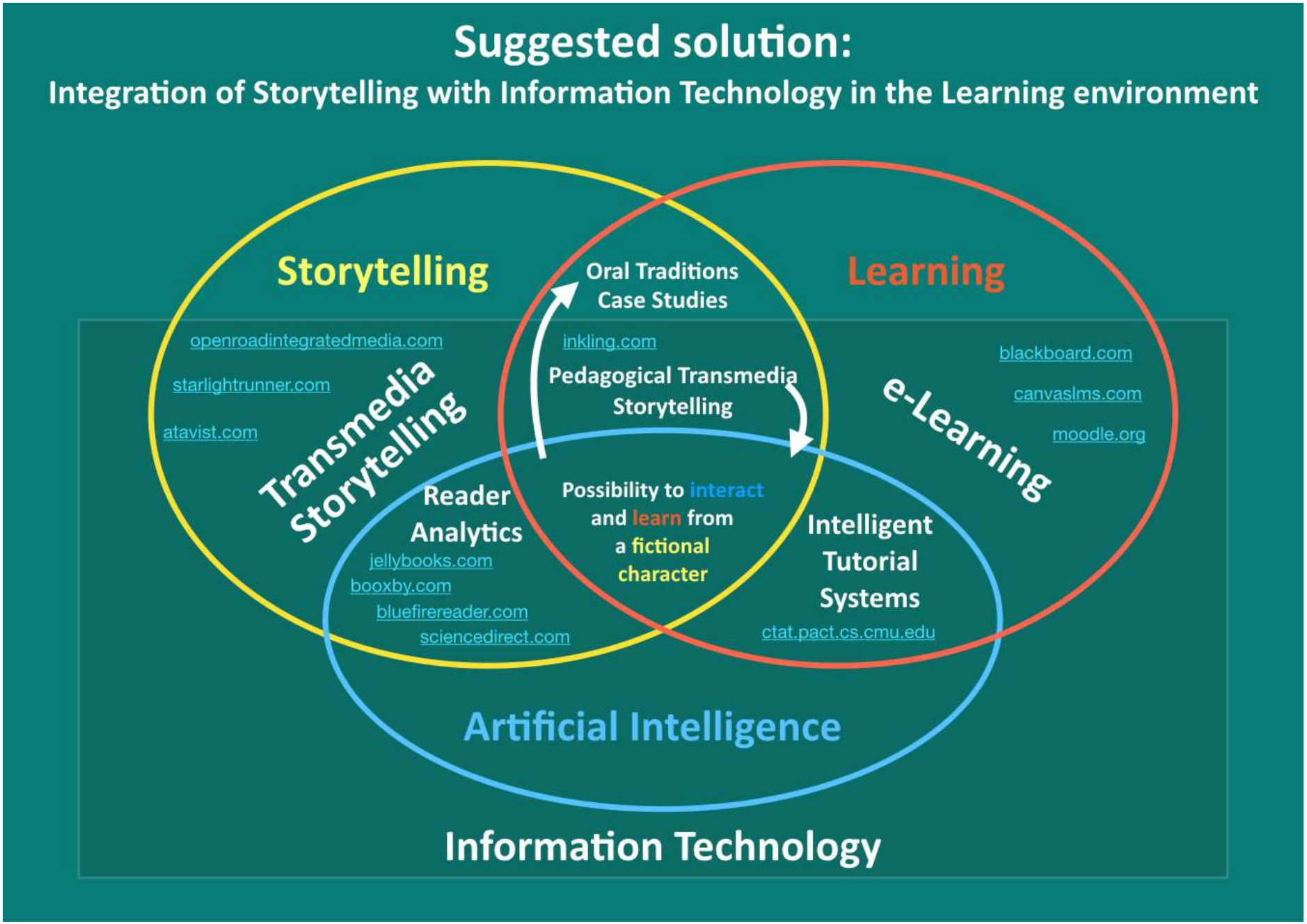

Suggested solution:
Integration of Storytelling with Information Technology in the Learning environment
Storytelling
Learning
Oral Traditions
Case Studies
openroadintegratedmedia.com
starlightrunner.com
atavist.com
Transmedia Storytelling
inkling.com
Pedagogical Transmedia Storytelling
blackboard.com
canvaslms.com
moodle.org
e-Learning
Reader Analytics
jellybooks.com
booxby.com
bluefirereader.com
sciencedirect.com
Possibility to interact and learn from a fictional character
Intelligent Tutorial Systems
ctat.pact.cs.cmu.edu
Artificial Intelligence
Information Technology

What is being taught?

A new set of laws of though, based on five relationships, which explain:

- ✳ the types of interconnections between all that is,
- ✳ how each expresses unbalance and
- ✳ how they attain equilibrium.

This knowledge is conveyed through a sacred bundle. The bundle wraps a set of 17 power stones called *Khuyas of the Mastay*.

Who are the characters of the story?

The characters are a teof the storyMountains. However, the student is also the audience

How the transmedia story unfolds?

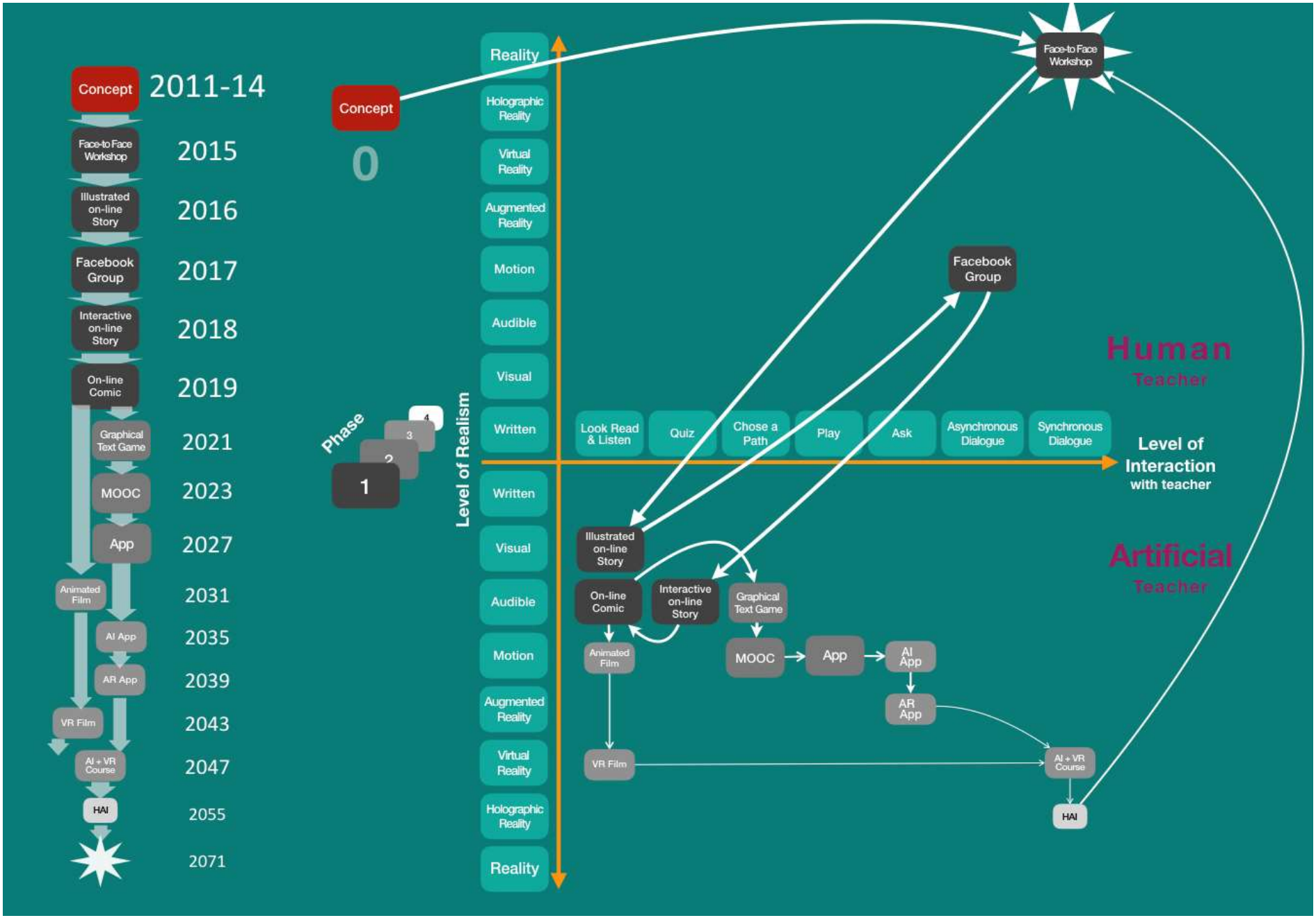
At first, we learn as we identify ourselves with the girl and her role. At this stage, the story is just an on-line e-book (2016). Then multimedia is added to increase realism and interaction (2018).

Later on, the story will be turned into an e-comic with ambience sound (2019). At that point, the roadmap splits in two paths aimed at increasing *realism* and *interaction* respectively.

Thirty-two years later, both paths converge into a VR projection of the old lady, with us as her students (2047). Sixteen years after, teacher and surroundings become holographic projections with improved interaction (2055).

Finally, the emphasis returns to the starting point, with a human to human interaction and reality as the background, with face-to-face workshops now enriched by holographic projections (2071).

ROADMAP
PHASE
YEAR
Concept
Conceptualising the technique and narrative
0
2011-14
Face-to Face Workshop
Carried out workshops to test the technique and practice the narrative.
2015
Illustrated on-line Story
Narrative published on-line on atavist.com as a dialogue between two characters.
2016
Facebook Group
Facebook Group created to test multimedia objects and engage in asynchronous dialogue.
1
2017
Interactive on-line Story
Multimedia added to the on-line story to make it more interactive.
2018
On-line Comic
Comic released based on the narrative — the stating point for Transmedia Storytelling.
2019
Graphical Text Game
Comic strips recycled to create a Chose-Your-Path game using Inklewriter & Unity
2021
MOOC
Build on all previous experience to launch a Massive-Online-Open-Course on the technique.
2
2023
App
Create an App able to make readings and make generic interpretations (unrelated to the question).
2027
Animated Film
Use comic as storyboard for an animated film created with Blender.
2031
AI App
Add to the app the ability to vary interpretation according to the question asked.
2035
AR App
Add to the AI App the ability to interpret readings of physical khuyas spread on a table.
3
2039
VR Film
Turn animated film into a Virtual Reality film.
2043
AI + VR Course
Combine the previous two paths to create a VR setting with the character as teacher and us as students.
2047
HAI
Teacher and surroundings as holographic projections with improved interaction.
4
2055
Return the emphasis on human-to-human interactions, without technology, and with the focus on oral storytelling.
5
2071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HAI
2055
2071
Concept
0
Phase
1
2
3
4
Level of Realism
Reality
Holographic Reality
Virtual Reality
Augmented Reality
Motion
Audible
Visual
Written
Written
Visual
Audible
Motion
Augmented Reality
Virtual Reality
Holographic Reality
Reality
Face-to Face Workshop
Facebook Group
Look Read & Listen
Quiz
Chose a Path
Play
Ask
Asynchronous Dialogue
Synchronous Dialogue
Level of Interaction with teacher
Human
Teacher
Artificial
Teacher
Illustrated on-line Story
On-line Comic
Interactive on-line Story
Graphical Text Game
Animated Film
MOOC
App
AI App
AR App
VR Film
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HAI