Project Question

• Find tangible examples of sentient environments and/or non-linear story telling.
What are the properties necessary to achieve a sentient environment?

- Is it perceived or actual?
- What are its capabilities?
- What does it mean to be “alive”?
- Audience involvement
- What is the relationship to the body?
- Do you need a body?
What is a story?

- Definition: At its core, storytelling is the art of using language, vocalization, and/or physical movement and gesture to reveal the elements and images of a story to a specific, live audience. A central, unique aspect of storytelling is its reliance on the audience to develop specific visual imagery and detail to complete and co-create the story. - National Storytelling Association

- We are all storytellers… It is part of us.
- Structure and organization
- Causally-linked events
- What is the roll of the user?
Uncanny Valley

Introduced by roboticist Masahiro Mori in the 1970’s

The **uncanny valley** is a hypothesis that when robots and other facsimiles of humans look and act almost like actual humans, it causes a response of revulsion among human observers. The "valley" in question is a dip in a proposed graph of the positivity of human reaction as a function of a robot's lifelikeness.

http://www.youtube.com/watch?v=WbFFs4DHWys&feature=related
http://www.youtube.com/watch?v=Fcn4p213Zg8&feature=related
Dr. Cynthia Breazeal

http://web.media.mit.edu/~cynthiab/
Philip Beesley

http://www.philipbeesleyarchitect.com/
Project presentation guidelines

• 3-5 examples depending on group size
  – Can be artists, scientists, biology, anthropology… The more diverse the better.
• Power point presentation
• Should Answer questions:
  – What is it?
  – What is the story and how is the story told?
  – What are the novel ideas/concepts?
  – What are the behaviors?
  – How does it work?
• Add the content to the wiki so it is accessible to everyone.
• Formulate a possible group project idea.