



# OPENING UP DIGITAL FICTION

## *Writing Competition*

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*Cystadleuaeth Ysgrifennu*  
FFUGLEN DDIGIDOL

**Sheffield  
Hallam  
University**



PRIFYSGOL  
BANGOR  
UNIVERSITY



Arts & Humanities  
Research Council

# OPENING UP DIGITAL FICTION

## *Writing Competition*



Our aim is to introduce more readers to digital fiction and investigate digital fiction reading using cognitive and empirical approaches.

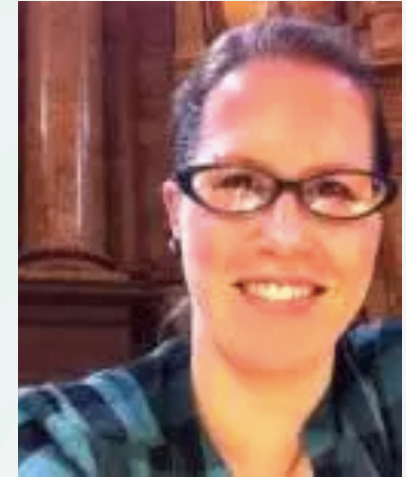
# *The Researchers*



Dr. Alice Bell  
Sheffield Hallam  
University



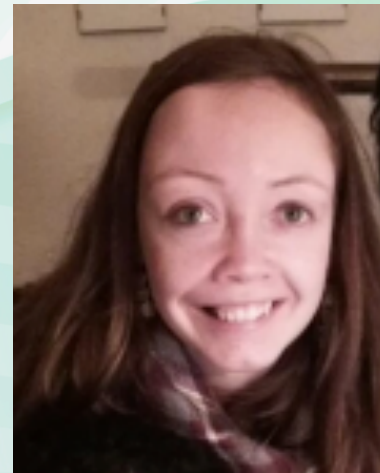
Prof. Astrid Ensslin  
University of Alberta



Dr. Lyle Skains  
Bangor University



Dr. Jen Smith  
Sheffield Hallam University

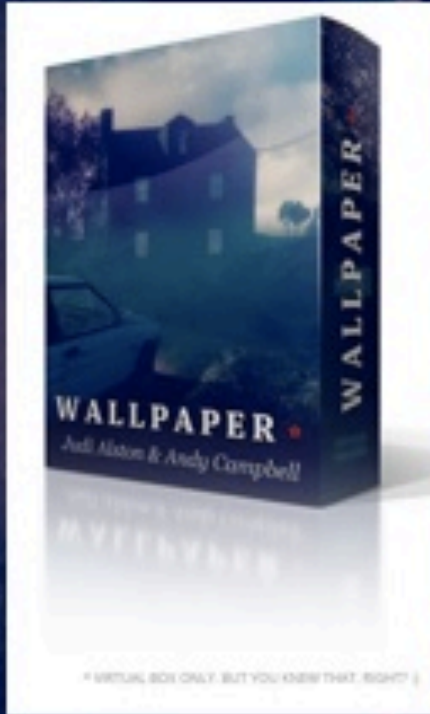


Dr. Isabelle van der Bom  
Sheffield Hallam University

# WALLPAPER

IMMERSIVE DIGITAL FICTION BY  
JUDI ALSTON AND ANDY CAMPBELL

MORE >



DREAMING METHODS  
ONE TO ONE  
DEVELOPMENT TRUST

Sheffield  
Hallam  
University

  
PRIFYSGOL  
BANGOR  
UNIVERSITY

BANK  
STREET  
ARTS

 LOTTERY FUNDED



Supported using public funding by  
ARTS COUNCIL  
ENGLAND



STAY

TRAIL

SIGNS &

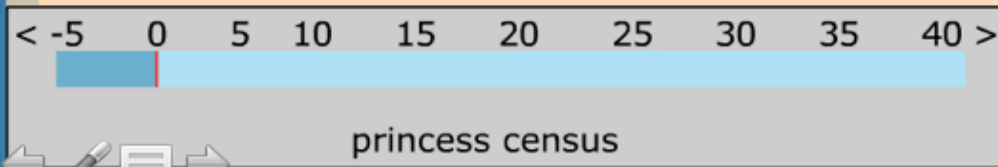
Address 'you'

Ghostly outlines of any remaining princesses flutter in vain. Don't you believe in their pain? That is the only interpretation that saves you from being a psychopath. You look at your hands, dripping in blood. §



'Double-deixis' → 'Fictional reference'.

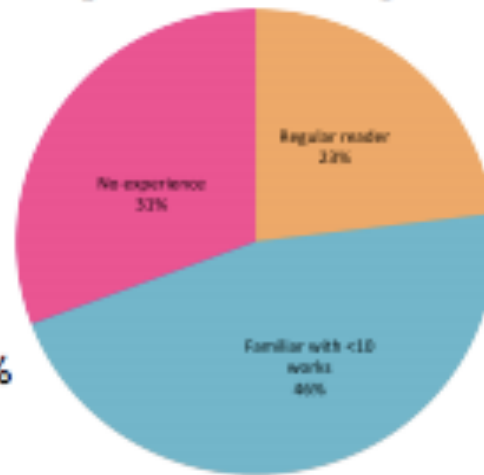
signs



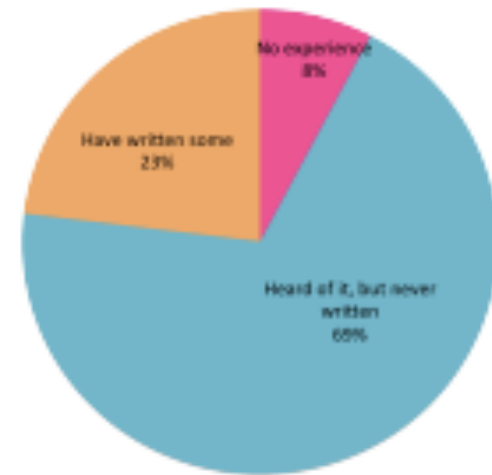
## Writing Tools:

- 55% use a combination of pen/paper & word processor
- 45% use word processors alone
- For their digital fictions, most used Twine in combination with another tool: 47% with pen & paper, 41% with a word processor
- For their prose, their tools reverted back to pre-digital fiction methods, though 26.7% reported using Twine in some preparatory fashion

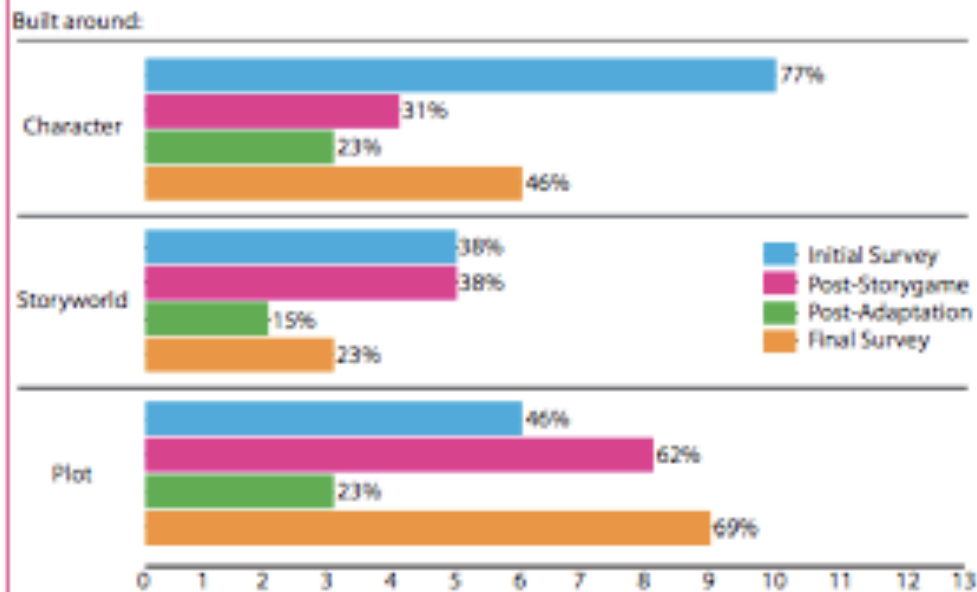
Experience *Reading* DF



Experience *Writing* DF



Participant Descriptions of Strategies for Completing Writing Projects



## Writing Strategies:

Participants named **characters** (90%), **storyworld** (80%), **narrative** (80%), and **creative expression** (80%) as dominant interests in writing fiction.

Most prominent elements to transfer from digital fiction to prose were **unnatural narration** (26.7%) and **multiple storylines** (26.7%).

Participants were more mostly concerned with adapting **character** (60%) and **storyworld** (60%) to prose than in maintaining the **elements of play** (6.7%) from their digital fictions.

# PARTICIPANTS' REACTIONS TO DIFFERENT TYPES OF HYPERLINKS

Basic Navigation	Affective Navigation	Narrative Exploration/Exposition	Affective Exploration
7 links tested	6 links tested	3 links tested	4 links tested

**Affective Exploration**

When you return, your new friend has posted **new pics**.

There you are, striding along, same shirt you're wearing now, your sunglasses on even though the **rain** has dotted them completely over, coffee in one hand and soggy danish in the other. The **danish** is missing a bite.

**Basic Navigation**

**Narrative Exploration**

Your hand rattles so hard your ring plays a tattoo on the plastic mouse.

You should have listened to Syd. Tiresias is definitely not someone you know well enough to hail in the pub. You could have **avoided** this. Now you'll just have to **cope** with the crazy.

**Affective Navigation**

# WALLPAPER

## Hope, fear and digital fiction

Experience Judi Alston and Andy Campbell's immersive digital fiction work on the big screen and in Virtual Reality with a new soundtrack by Barry Snaith




Being Human  
A SERIES OF THE UNUSUAL

A series of events as part of Being Human 2016

## Workshops & Events







I followed my own path.

# Workshops & Events

## Off the Shelf Lectures & Workshops



*Kate Pullinger*



*Christine Wilks*

# Workshops & Events



NLW Workshop:  
DF for Children



# OPENING UP DIGITAL FICTION

## *Writing Competition*

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*Cystadleuaeth Ysgrifennu*  
FFUGLEN DDIGIDOL

# OPENING UP DIGITAL FICTION

## *Writing Competition*

Expand Digital Fiction readership to  
a broader segment of the public  
through broadly accessible  
“popular” works.

# 110 Entries from 24 Countries



# *The Judges*



Prof. Kate Pullinger



Dr. Alice Bell



Dr. Bronwen Thomas

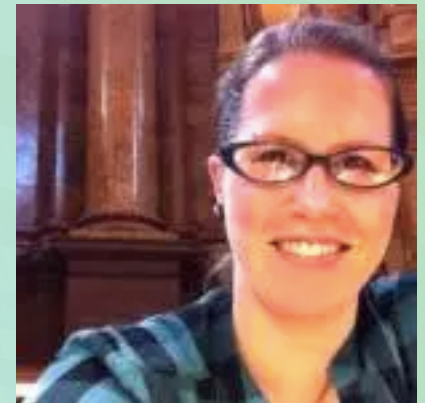
Dr. Eben J. Muse



Prof. Astrid Ensslin



Dr. Lyle Skains





Dr. Alice Bell

I was bowled-over by the quantity and quality of the entries, in terms of technical ability, the way in which the digital medium was used to tell a story, and the quality of the writing. The shortlisted works truly show how digital fiction can be opened up to new writers and audiences.



It was a fantastic experience to be able to read and play such a wide variety of innovative works, and the manifold ways in which they push the aesthetic boundaries of the technologies they use. Congratulations to all successful artists in this competition, and thanks to all participants for enriching the process as a whole.

Prof. Astrid Ensslin



It was great to see a strong showing for the student prize, and hope to see more Welsh language entries in the future!



Dr. Bronwen Thomas

OPENING UP DIGITAL FICTION  
*Writing Competition*

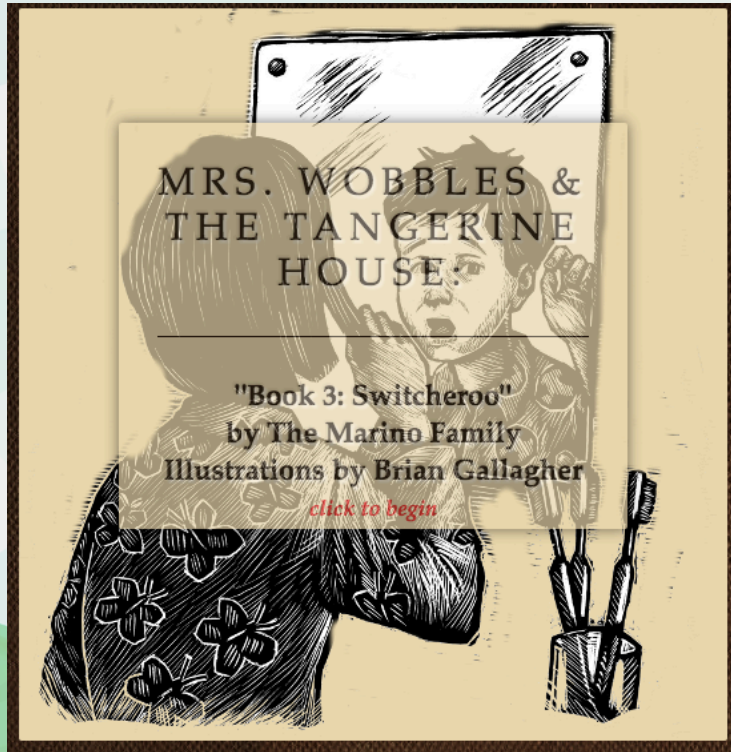
PRIZE  
ANNOUNCEMENTS

OPENING UP DIGITAL FICTION  
*Writing Competition*

CHILDREN'S  
DIGITAL FICTION

# CHILDREN'S DIGITAL FICTION

## *Shortlist*



# CHILDREN'S DIGITAL FICTION

## Winner

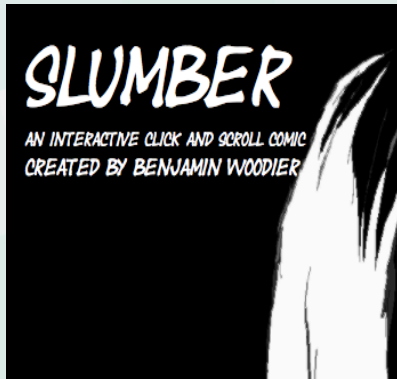


OPENING UP DIGITAL FICTION  
*Writing Competition*

STUDENT  
PRIZE

# STUDENT DIGITAL FICTION

## Shortlist



Click Here: A Game of Choices  
"Doing Nothing is Always a Choice"

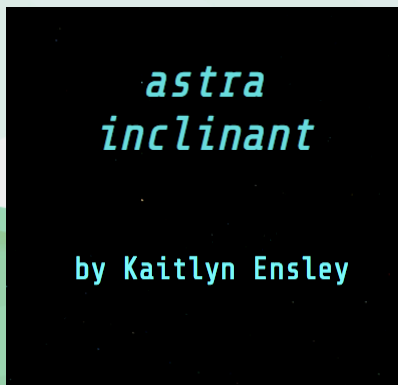
[Click below](#)

by [Reed Hinckley-Barnes](#)



**H.E.L.L.C**  
by Lynda Clark

[Show Stats](#)

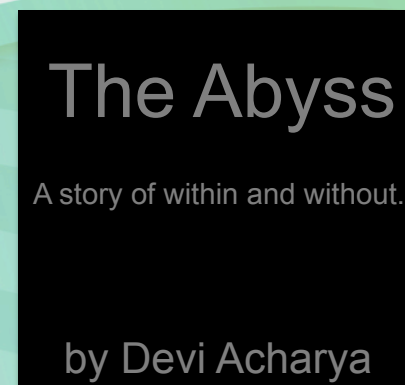


Network Status: Online  
Human count: 5,032,234,713  
Wulcan count: 1,999,214  
Xenodwarf count: 368  
[More: Admin password required]

**S.I.R.**  
by  
**Rebecca  
Goodine**

WARNING  
SECURITY ALERT  
LAUNCH S.I.R.?

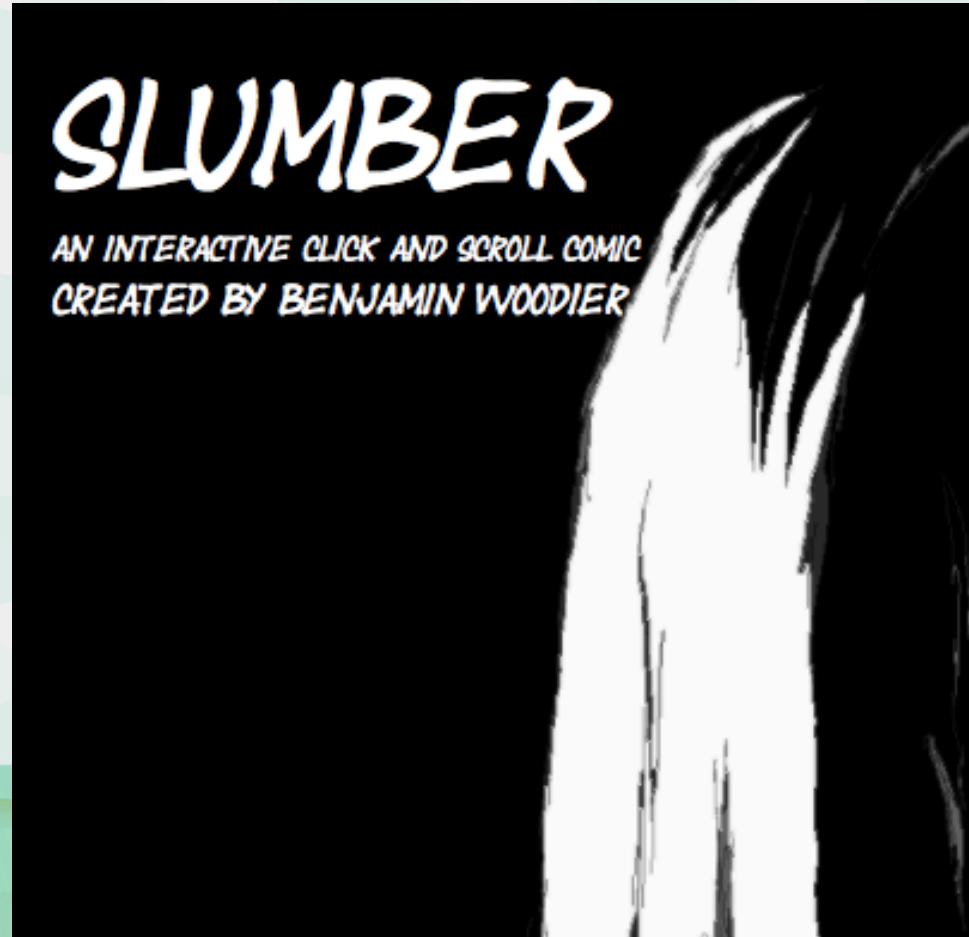
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# STUDENT DIGITAL FICTION

*Honourable Mention*



# STUDENT DIGITAL FICTION

*Winner*

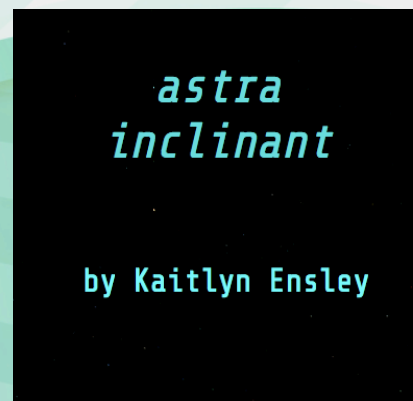
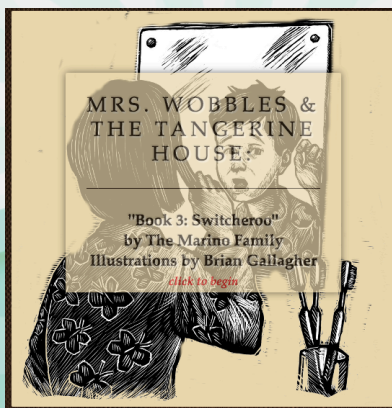
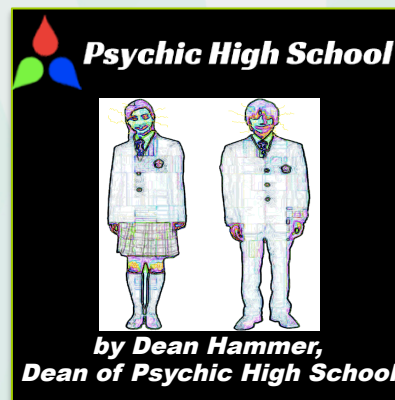
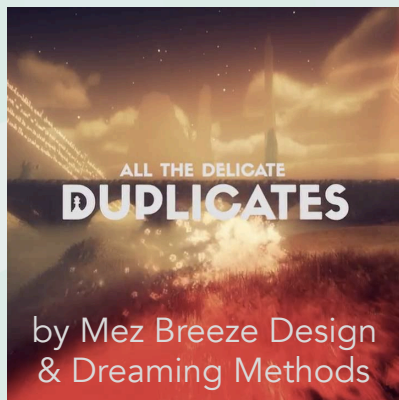
***astra  
inclinant***

**by Kaitlyn Ensley**

OPENING UP DIGITAL FICTION  
*Writing Competition*


PEOPLE'S  
CHOICE

# PEOPLE'S CHOICE *Shortlist*

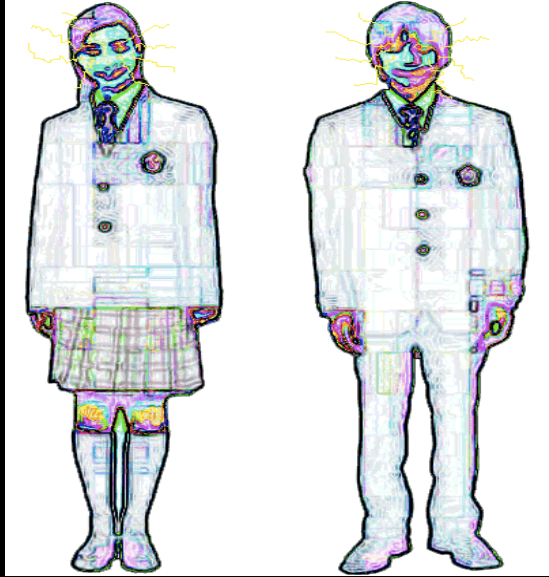


# PEOPLE'S CHOICE

*Honourable Mention*



***Psychic High School***



***by Dean Hammer,  
Dean of Psychic High School***

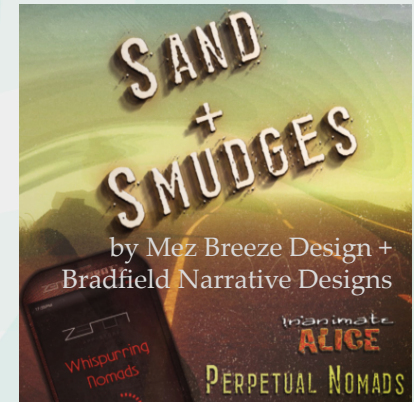
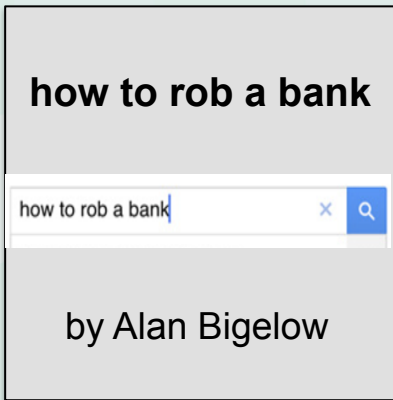
# PEOPLE'S CHOICE *Winner*



OPENING UP DIGITAL FICTION  
*Writing Competition*

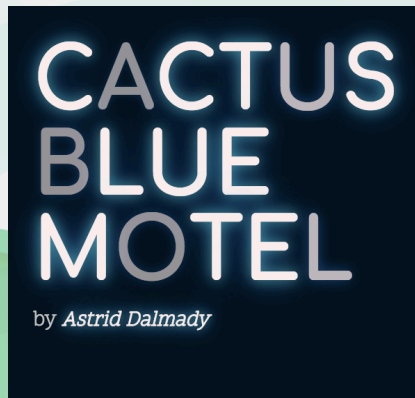
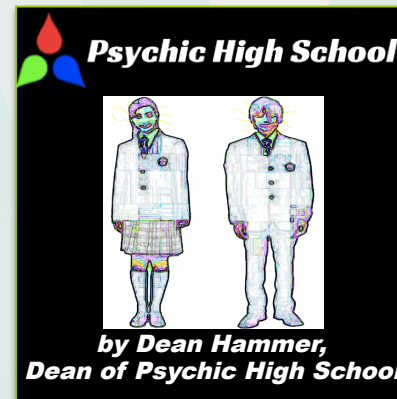
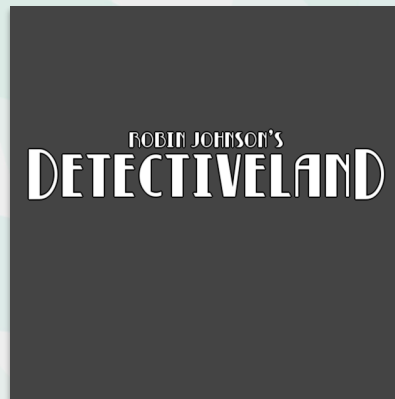
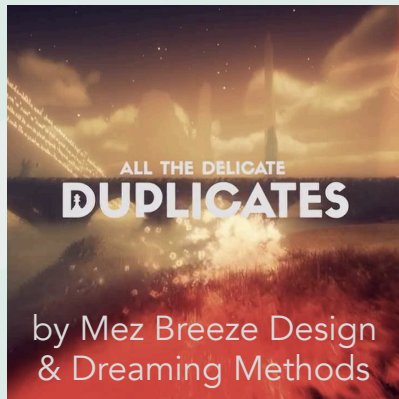
JUDGES'  
PRIZE

# JUDGES' PRIZE *Shortlist*





# JUDGES' PRIZE *Shortlist*



# JUDGES' PRIZE

*Honourable Mention*



# JUDGES' PRIZE *Winner*

## how to rob a bank

how to rob a bank



by Alan Bigelow



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