

Hypertext 2023 Workshop Proposal

Narrative and Hypertext '23 (NHT23)

"Mixed Reality Narrative Hypertext"

Keywords

Narrative, Hypertext, Digital Humanities, Games, Interactive Digital Narratives, Mixed Reality

Abstract

NHT is a continuing workshop series associated with the ACM Hypertext conference for over a decade. The workshop acts as forum of discussion for the narrative systems community within the wider audience of the Hypertext conference. The workshop runs both presentations from authors of accepted short research papers, and unstructured unconference sessions to provide a venue for important discussions of issues facing and opportunities for members of the narrative and hypertext community. This year the workshop aims to specifically target the timely issue of "Mixed Reality Narrative Hypertext" while maintaining an open venue for wider relevant work.

Description of the workshop (topics and goals)

This workshop aims to provide an interdisciplinary forum to bring together individuals from the humanities and technological communities to share work and discuss state-of-the-art research on narrative from both a technical and aesthetic perspective. It is part of the longest running workshop series at ACM Hypertext – running since 2011 – and has fostered numerous collaborations which have led to work published in the main conference as well as serving as an important discussion point for important issues facing the community. NHT has also worked hard in recent years to serve as a focus point for the wider narrative and hypertext community and through NHT's sister workshop AIS (<http://narrativeandplay.org/ais/>) at the ICIDS conference. The intention is for this workshop to act as a bridge to increase collaboration between the interactive narrative and hypertext research communities while bringing some of this research back to ACM Hypertext. Last year this resulted in the publication of 'The Authoring Problem'¹ an edited volume published by Springer, which was a direct outcome of AIS and NHT.

This year's workshop aims to continue to consolidate the community by providing an open interdisciplinary forum of discussion on key issues facing the field. Including (but not limited to):

- Models of Narrative
- Systems for the Presentation of Narratives
- Adaptive and Personalised Narratives
- Narrative Analysis
- Narrative Generation
- Narrative as a method of Knowledge Capture
- Social Media as Narrative
- Narrative as a lens on identity
- Interactive Fiction
- Authorial support systems
- e-Literature
- Strange Hypertext
- Interdisciplinary collaboration on narrative
- Interaction and Narrative

¹ Available from: <https://link.springer.com/book/10.1007/978-3-031-05214-9>

- Location-based Narratives
- Narrative in Games
- Digital Journalism and Citizen/Collaborative News
- Transmedia
- Mixed Reality Storytelling
- The experience of writing Hypertext
- Extended Reality Hypertext

As well as these general topics this years theme will be “**Mixed Reality Narrative Hypertext**” and while discussions and submissions will not be limited to this we will be actively encouraging discussion in this space and targeting two invited speakers in this area. This way NHT can target a timely and pertinent issue for its community while still providing a valuable open forum for early and emerging work in the broader area.

Researchers and practitioners working with hypertext or narrative will be invited to attend this workshop. Participants will be asked to submit a short (between 2 and 5 pages ACM format) position paper on their current work. Authors of papers selected for presentation will be informed 3 weeks after the submission deadline. All the position papers of participants will be made available on the workshop website initially and later (if possible) through the ACM Digital Library.

Relevance of the workshop to the Hypertext communities

Narrative is a prevalent form of information common in our entertainment and communications, and key to our understanding of the world and its events. By building better models of narrative along with methods for generation, adaption, and presentation we enable narrative systems to become more effective but also improve our understanding of narrative structures.

There is a growing community of researchers working on narrative systems, hypertext narratives, interactive fiction, and machine-readable narrative models, for which this workshop seeks to act as a hub to review advances and to discuss what the field might achieve in the coming year.

We are interested in contributions from researchers, developers and writers, covering all aspects of digital narrative, including experiences, reflections, and criticism. This community has particular in recent years been responding to the opportunities and issues facing the use of mixed reality technology in this space.

The hypertext conference has a history of publishing work related to narrative research ranging from explorations of criticism and the creation of digital narrative to authoring hypertext fiction and semantic narrative systems. NHT therefore aims to assist in the conference’s aim to bring back diverse aspects of the historical ACM Hypertext research community. NHT is, thematically, best served to deliver this through the Narrative and Hypertext community and it has already been working towards this twinning with a sister conference in AIS at the interactive narrative conference ICIDS.

Organisers

Dr Charlie Hargood
 Creative Technology
 SciTech, Bournemouth University
 chargood@bournemouth.ac.uk

Charlie Hargood is a Principal Academic in Games Technology in the Creative Technology department at Bournemouth University. He has a research background in narrative systems, hypertext, ubiquitous technology, and location aware applications. He has been involved with the

ACM hypertext conference since 2008, twice winning the Englebart best paper award and often serving on the programme committee alongside serving as ACM SIGWeb's information director. He has organised the NHT Workshop since 2011, the AIS workshop since 2017, and was general chair for ICIDS in 2020.

Prof David Millard

Web And Internet Science

Electronics and Computer Science, University of Southampton

dem@soton.ac.uk

David Millard is Professor of Computer Science at the University of Southampton, UK. A leading figure in the Hypertext community, he has over 240 publications in international conferences and journals, was Vice-Chair of ACM SIGWEB from 2015-2019, and is the current chair of the ACM Hypertext steering committee. He has won awards for his work on hypertext structures and authoring, and his current research interests are focused on hypertextual structures in games, locative literature, and digital narratives.

Motivation (Intended Audience)

The audience for this workshop will be a mixed group of participants from arts, science, and humanities. This will include young researchers and PhD students from these areas using the workshop as a platform to present initial work, members of academia and industry contributing to the wider discussion, technical developers working on relevant systems, and authors with an interest in related research. Previous iterations of this workshop have attracted approximately 20-35 attendees.

Workshop Format

The workshop will run for a half day (although in the past it has run as a full day). We propose to plan for half a day but, pending quantity of submissions, a discussion with the conference chairs about extending to a full day would be valuable.

It will have three types of session:

- Traditional **research presentation** sessions where in short paper submissions to the workshop on early work, blue sky ideas, or small research projects in the area will present their work.
- Unstructured **unconference sessions** where free and open discussions may be held as nominated by the attendees at the workshop over the course of the day. These may be plenary discussions on key issues, break out meetings on particular topics or collaborations, or small demo sessions pending the interest of the attendees.
- **Invited talks** or **panels**. The organisers will approach key HT attendees and explore the possibility of running an invited talk or panel on some of the big challenges facing Narrative in HT – for example, the authoring problem, integrating AI LLMs, ludonarrative, etc.

The specific timings and proportions of these sessions will depend on submissions and interest in the workshop, however we anticipate 1-2 paper sessions, an invited session, and an unconference discussion session.

Submission Format

This workshop invites both position and research paper submissions to stimulate discussion of important factors facing the community at the workshop. These submissions are all the same ACM template as the Hypertext conference, and of 2-5 pages in length.

Previous editions of the workshop series

NHT 2011 @ HT11 – 5 papers, 2 panels
NHT 2012 @ HT12 – 8 papers
NHT 2013 @ HT13 – 6 papers
NHT 2015 @ HT15 – 7 papers
NHT 2016 @ HT16 – 3 papers, 1 keynote, 1 creative track roundtable, 1 unconference session
NHT 2017 @ HT17 – 6 papers, 1 panel, 1 unconference session
NHT 2018 @ HT18 – 3 papers, 1 unconference session
NHT 2019 @ HT19 – 3 papers, 1 panel, 1 unconference session, 1 plenary
NHT2021 @ HT21 – 6 invited speakers, 1 plenary
NHT2022 @ HT22 – 2 papers, 5 invited speakers

The full history and details on previous workshops is here: <http://nht.ecs.soton.ac.uk/>

Programme Committee

Please note, with the exception of the organisers the following programme committee is likely persons only and is pending invitation and confirmation.

Charlie Hargood – Bournemouth University – chargood@bournemouth.ac.uk (organiser)

David Millard – University of Southampton – dem@ecs.soton.ac.uk (organiser)

Mark Bernstein – Eastgate Systems – bernstein@eastgate.com

Catherine Havasi - MIT Media Lab - havasi@media.mit.edu

Geoffrey Draper – Brigham Young University Hawaii - geoffrey.draper@byuh.edu

Alex Mitchell - National University of Singapore - alexm@nus.edu.sg

Tom Blount – University of Southampton – tb12g09@ecs.soton.ac.uk

Fred Charles – Bournemouth University – fcharles@bournemouth.ac.uk

Rosamund Davies – Greenwich University - r.davies@greenwich.ac.uk

Ulrike Spierling - Hochschule RheinMain - ulrike.spierling@hs-rm.de

Valentina Nisi - Madeira Interactive Technologies Institute - valentina.nisi@m-iti.org