Keynote Address

Story in Virtual Environments

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Abstract

Over the past twenty years, the technologies for immersive environment experiences have evolved significantly and are routinely used in numerous real world applications. But it’s not the hardware that people use that determines whether a new technology becomes a powerful medium - instead, it’s the experiences that they are able to have that drive its acceptance and impact. To achieve this potential, a remaining challenge for our research efforts is to explore this emerging field of immersive media in terms of what new forms of storytelling and learning it can provide. What happens when you can actually step through the screen and interact with a story world and all its characters, or viscerally become one of those characters yourself? How can we create and present immersive stories that respond and change in response to your input and actions? What is the relationship between storytelling and worldbuilding? This presentation will trace the evolution of experience design in virtual environments from early days at NASA Ames to contemporary experiments in developing interactive immersive entertainment and game environments. It will also attempt to outline critical directions for future research directions and opportunities.

Bio

Scott S. Fisher is a media artist and interaction designer whose work focuses primarily on interactive environments and technologies of presence. Known for his pioneering work in the field of Virtual Reality at NASA, Fisher’s media industry experience also includes Atari, Paramount, and his own companies Telepresence Research and Telepresence Media. A graduate of MIT’s Architecture Machine Group (now Media Lab), he has taught at MIT, UCLA, UCSD, and was a Project Professor at Keio University in Japan. He is currently Professor and Founding Chair of the Interactive Media Division in the School of Cinematic Arts at the University of Southern California. His work has been internationally recognized through numerous invited presentations, professional publications and in the popular media. In addition, he has been an Artist in Residence at MIT’s Center for Advanced Visual Studies and his stereoscopic imagery and artwork has been exhibited in the US, Japan and Europe.

For more information visit http://www-cntv.usc.edu/faculty/fisher-scott.htm