

myth_n
mythes numériques

Hello, my name is **Cassandre Poirier-Simon**, an independant interaction designer here in Geneva.
I founded **Myth_n**, Mythes Numeriques (digital myths in French), a digital communication **agency**.

myth_n

mythes numériques

Myth_n is a digital communication agency, specialized in narrations and digital experiences. It is also a research laboratory around digital literature.



Myth_n specialises in narrations and digital experiences. I work with cultural and educational institutions to help them tell their stories. I write the story, construct the universes, or adapt their stories to a digital experience.

THINKING ALLEYS

Narration in space

1_ My work

2_ Other artists

3_ Our workshop

I wanted to give a workshop to construct a space for reflection together and to give you back some of my time and skills.

Today, as you know, the theme of the writing workshop is narration in space.

Therefore, I will show you some ideas you can draw inspiration from.

First, from my own work, and then from that of other artists.

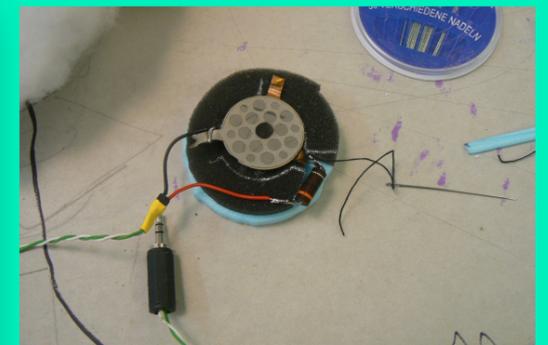
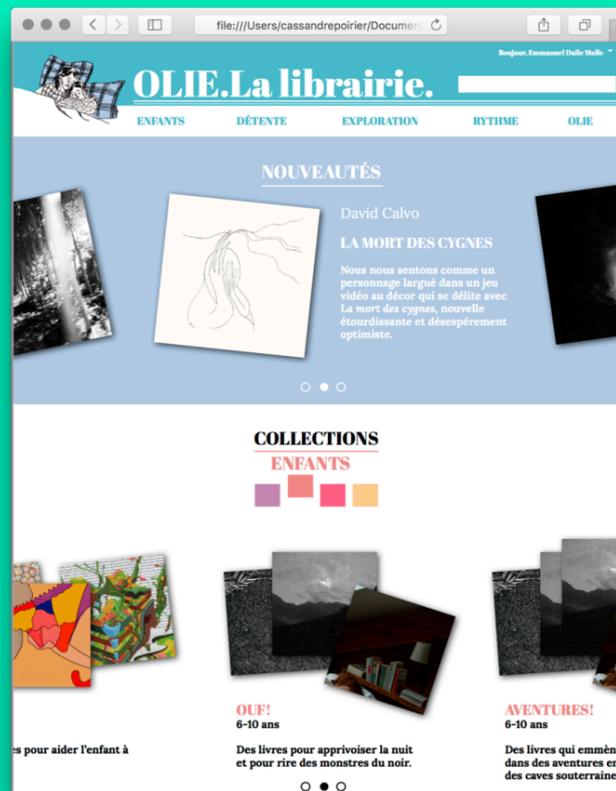
Finally, I will explain to you the workshop and how we'll organize it.

So, let's talk about the way we construct and read stories. You know the paper books, with a spine, the binding, and the pages that you can turn and read from top to bottom, left to right in our culture.

STORIES IN PILLOWS

OLIE

The pillow accessory that tells stories



What would happen if a story is written to be heard inside a pillow? If the story will always be heard by person that are falling asleep, and don't have a clear mind? What kind of words can we use, what sounds, what rhythm, what intonation? Olie, the name of a project that I designed for my Masters, is the name of a collection of accessories for pillow that tells audio stories.

They are accompanied by a bookshop of audio books created specifically.

So the idea is that we can write a story following the reception context of the reader. Here, the bed and the falling asleep.

STORIES ON MOTORWAY



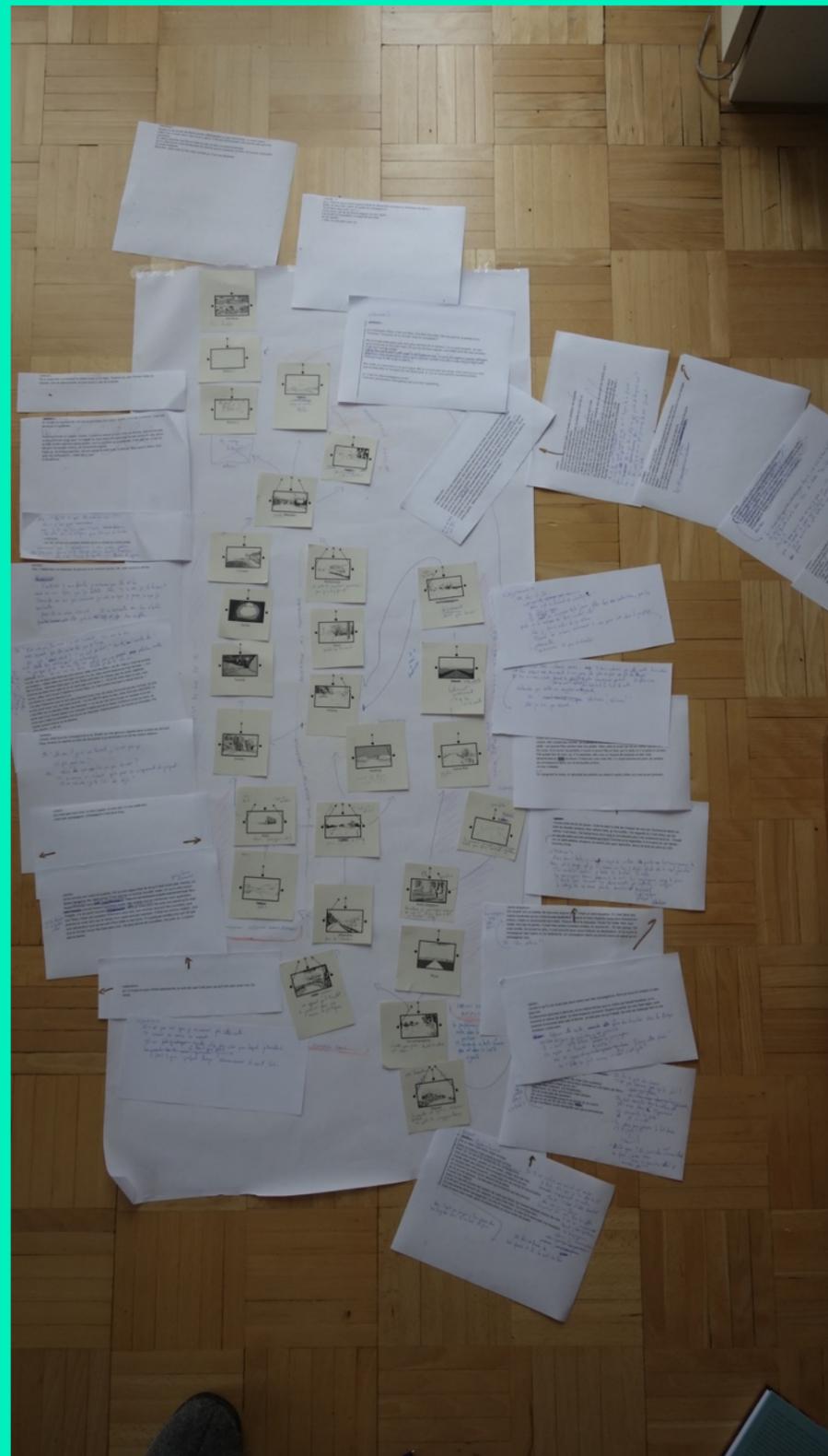
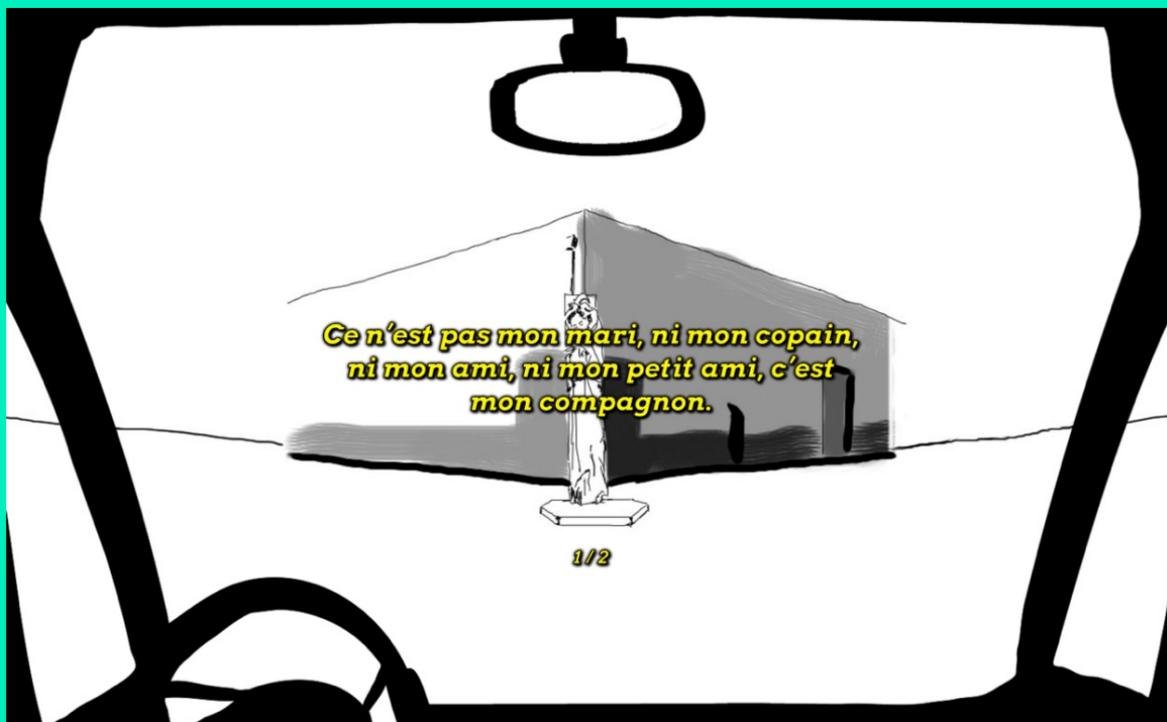
What would happen if we place signs on motorway with words written on them, and that, by driving on the motorway, we reconstruct the sentences?

Then, what about the motorway interchanges?

HYPERFICTIONS

LE COMPAGNON DE ROUTE

An hyperfiction on the road



Le compagnon de route is a web fiction I have done, and it is the illustration of what an hyperfiction is, a story to follow in a car where you can choose directions. The different paths you can take are different ways to understand the story and the relationship between the driver and the passenger.

I wanted to show you the picture at the right, which is the way I had to write a non-linear story, by linking paragraphs (and here, screens) to each other.... You have to expand visually the story to understand it.

STORIES IN MOTION

PÉRIPÉTIES TISSÉES

A writing workshop for a digital wall

What would happen if the words are like characters that can follow paths and have their behaviors, can interact the ones with the others, etc?

In this project, you can grab a word or a group of words : “terrible epidemic” for example, then you can move it on this video game map, and it will then re-make the same path continuously.

STORIES IN MOTION

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Hypertextes

Cassandre Poirier-Simon

École des Beaux-Arts de Toulouse

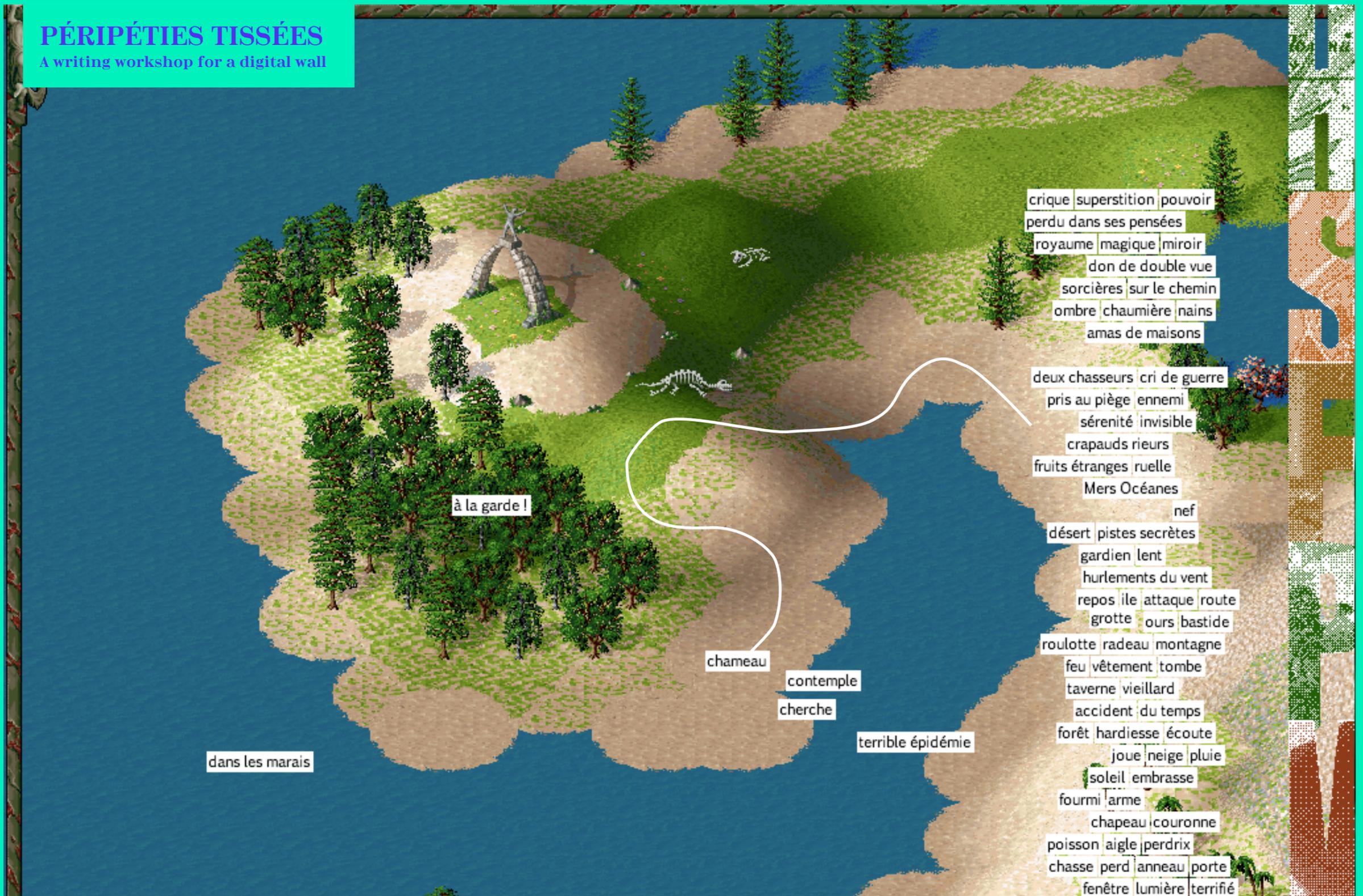
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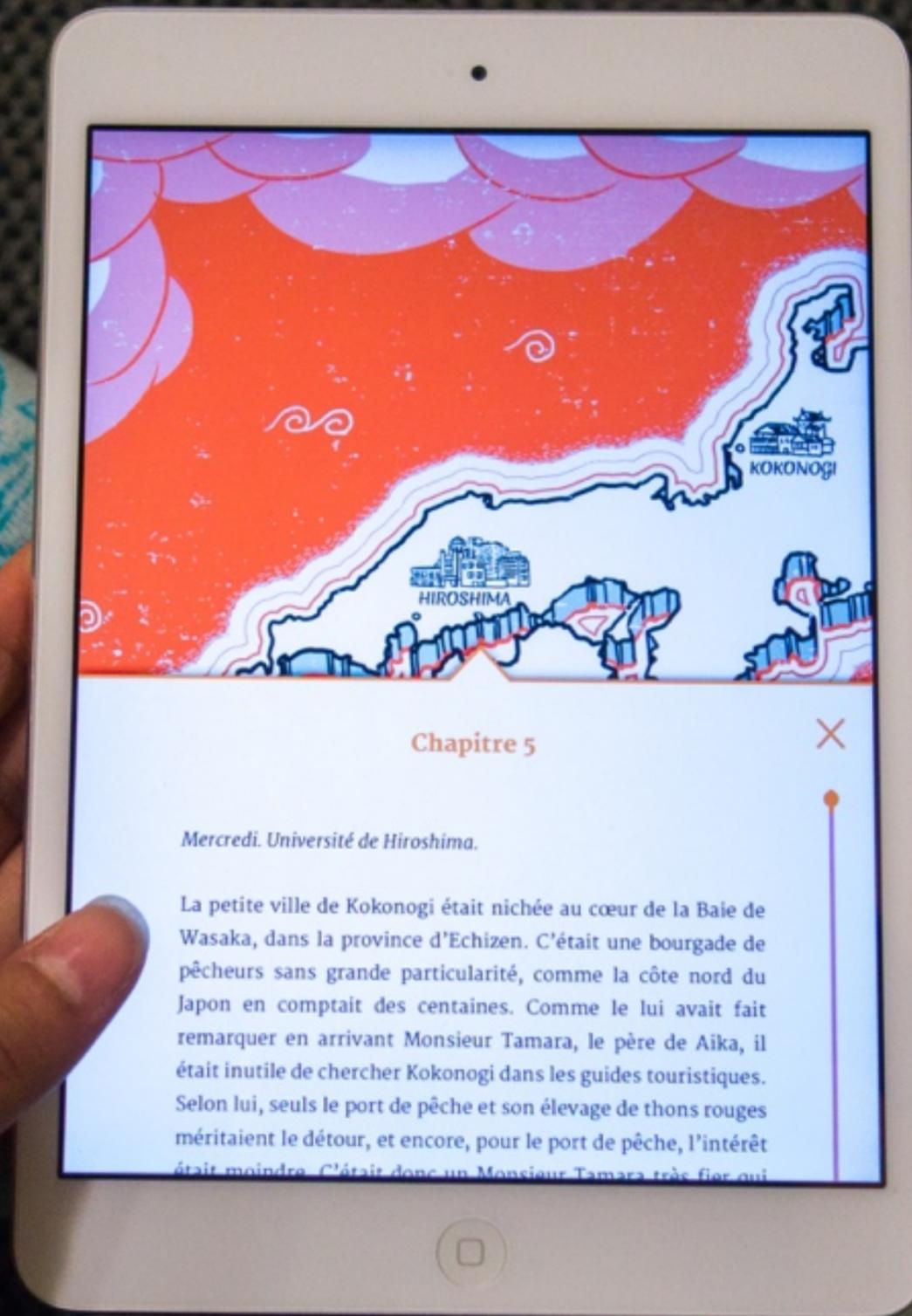
So then it will cross the paths of other words, like “camels”, or “in the swamps”, and then it can provoke some pictures in your mind.

I am showing you this work to point out that words themselves, when linked to space, can become characters.

STORIES ON MAPS

LUNA'S EARTH

A series of books in paper and digital



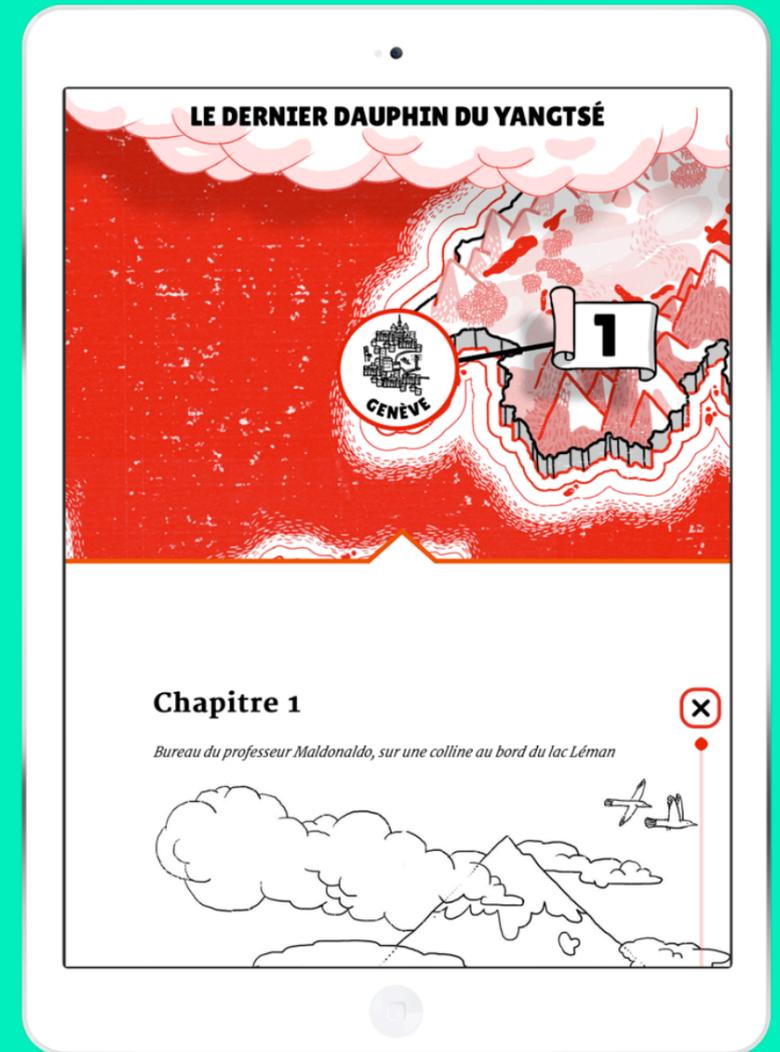
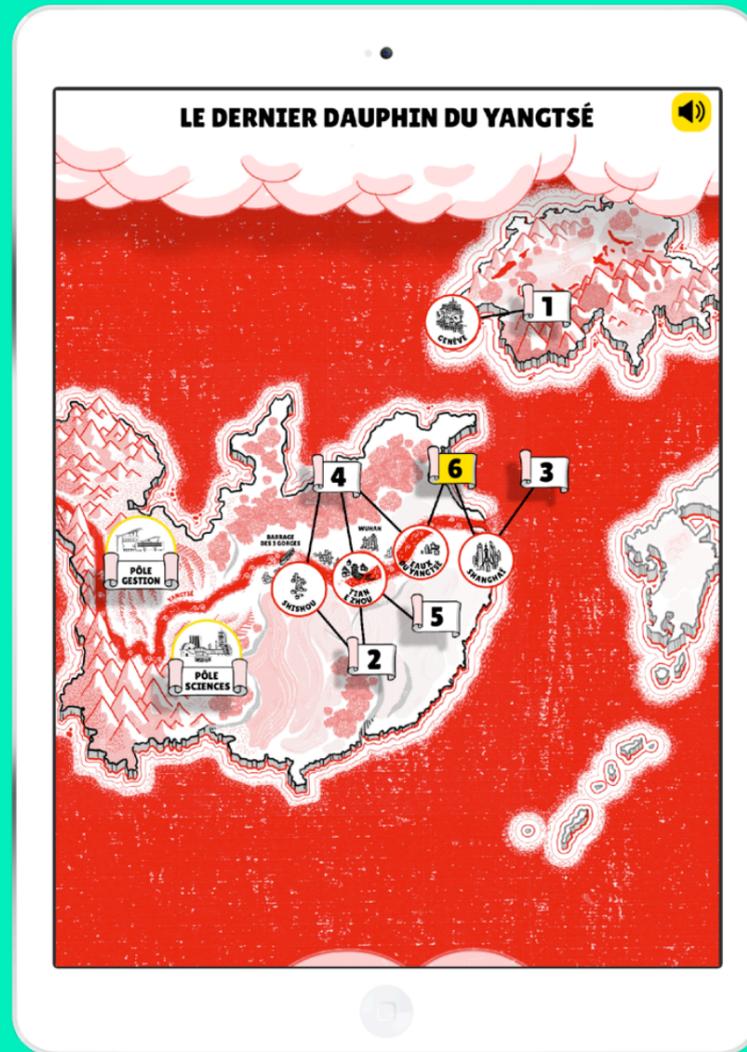
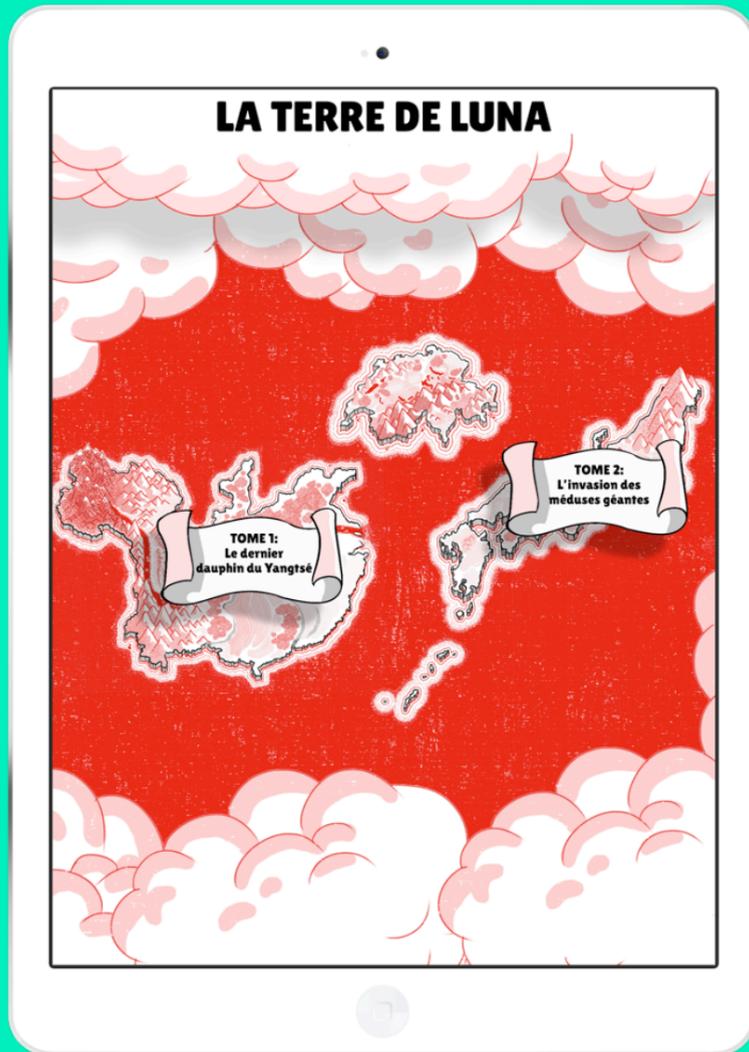
Mercredi. Université de Hiroshima.

La petite ville de Kokonogi était nichée au cœur de la Baie de Wasaka, dans la province d'Echizen. C'était une bourgade de pêcheurs sans grande particularité, comme la côte nord du Japon en comptait des centaines. Comme le lui avait fait remarquer en arrivant Monsieur Tamara, le père de Aika, il était inutile de chercher Kokonogi dans les guides touristiques. Selon lui, seuls le port de pêche et son élevage de thons rouges méritaient le détour, et encore, pour le port de pêche, l'intérêt était moindre. C'était donc un Monsieur Tamara très fier qui

What if we detach the pages from the binding of a book to place them on a map where the action happens?

It is the idea behind the navigation in the application "Luna's earth", a **saga** about environment for teenagers. Luna, the heroin, and her grandfather, a scientist, go on expeditions around the world.

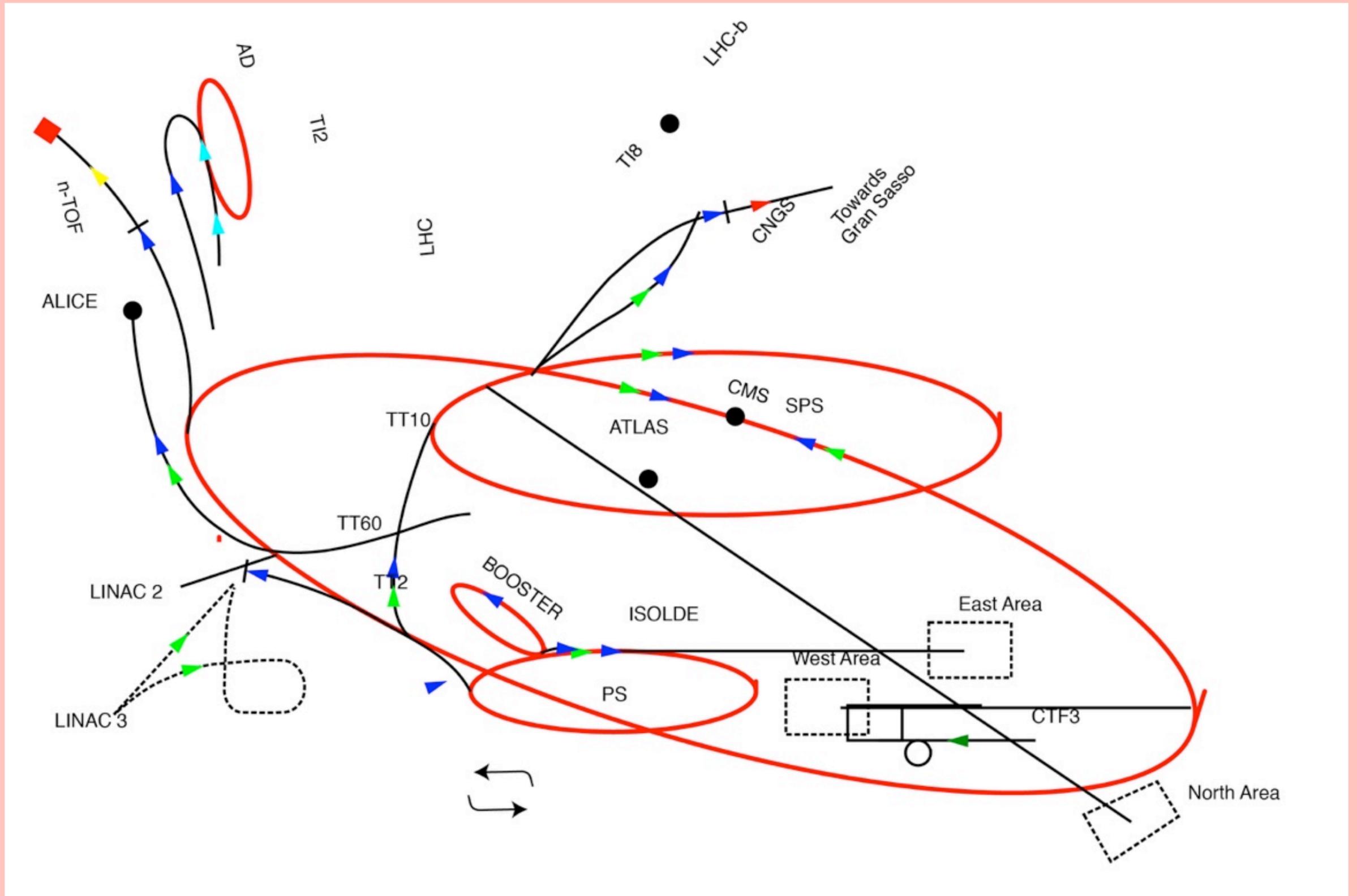
STORIES ON MAPS



So the app show Luna's universe through a series of continents, each representing a volume of the series and reproducing the country where the story takes place.

When reading one of the books, the user zooms on the corresponding continent and can follow the adventures of Luna since the different chapters are located on the map of the continent.

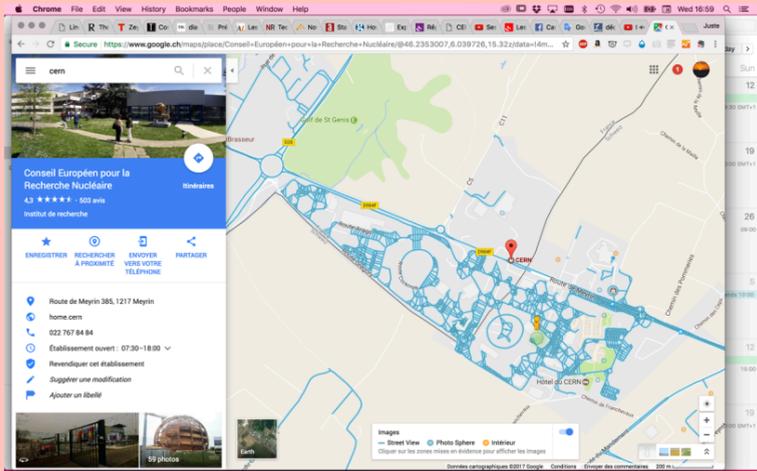
SPACE, TIME, REPRESENTATIONS, STORIES



You understand that I am interested in the structures of space and time to map stories on them. So when I came here, in short, the first idea was to develop a digital book that translates physicists' understanding of time and space to both its story and navigation system. For example, a book that is in perpetual expansion. A book that contains no pages, but another form of basic structure. A story where sometimes you can follow an event of one second then an event of thousand years, and where you can zoom in and out of space and time.

I show you this displaced representation of the accelerator complex because when I saw it the first time, I thought of mapping stories upon those lines, with different scales of time in relation with the degree of acceleration.

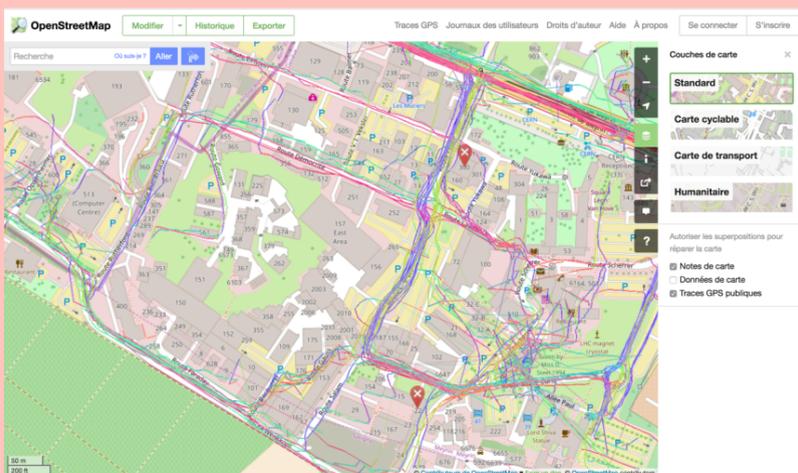
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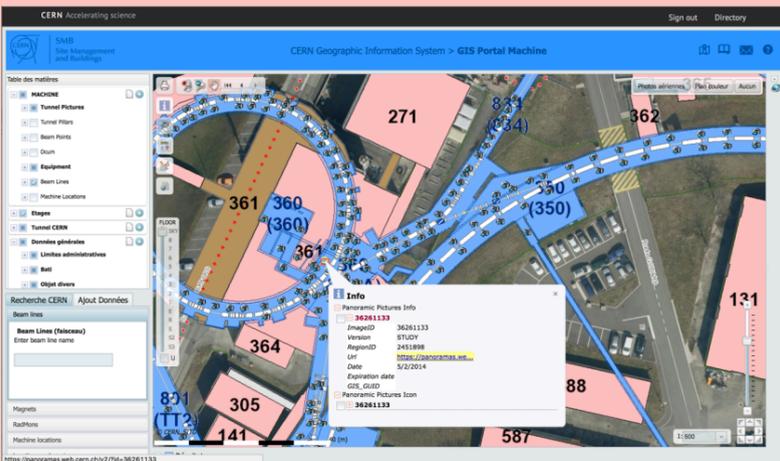
Google Maps



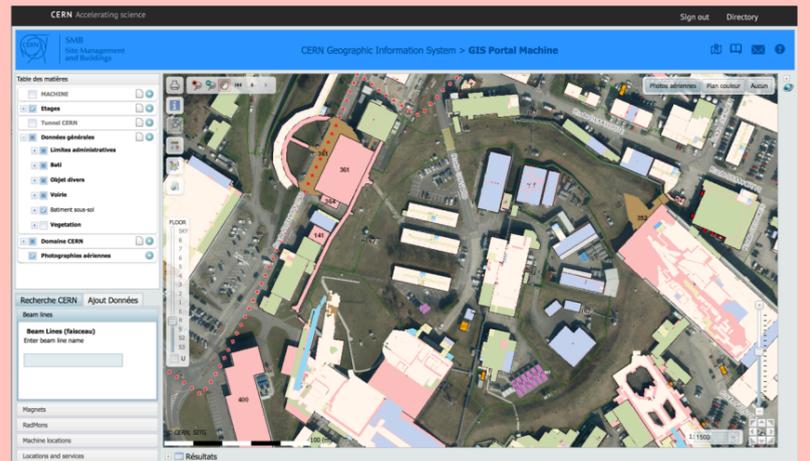
Google Street View



Open Street Map



GIS Portal, CERN



GIS planothèque, CERN

Then I began to explore the CERN (of course, the galleries also), and to look for the different representations of space here. So there are different tools we can use : Google Maps and Street View, OpenStreetMap where you can see all the public GPS trajectory from people there. The CERN itself has his own map system, on the GIS portal. You can see a lot more information on it, there is also a “street view like” portal, and the inner map from the CERN buildings in the planothèque on the right. The more usable in a short time is Google Street View.

EXAMPLES OF OTHER ARTISTS



Jon Rafman, *9 eyes*



Jon Rafman, *You the world and I*

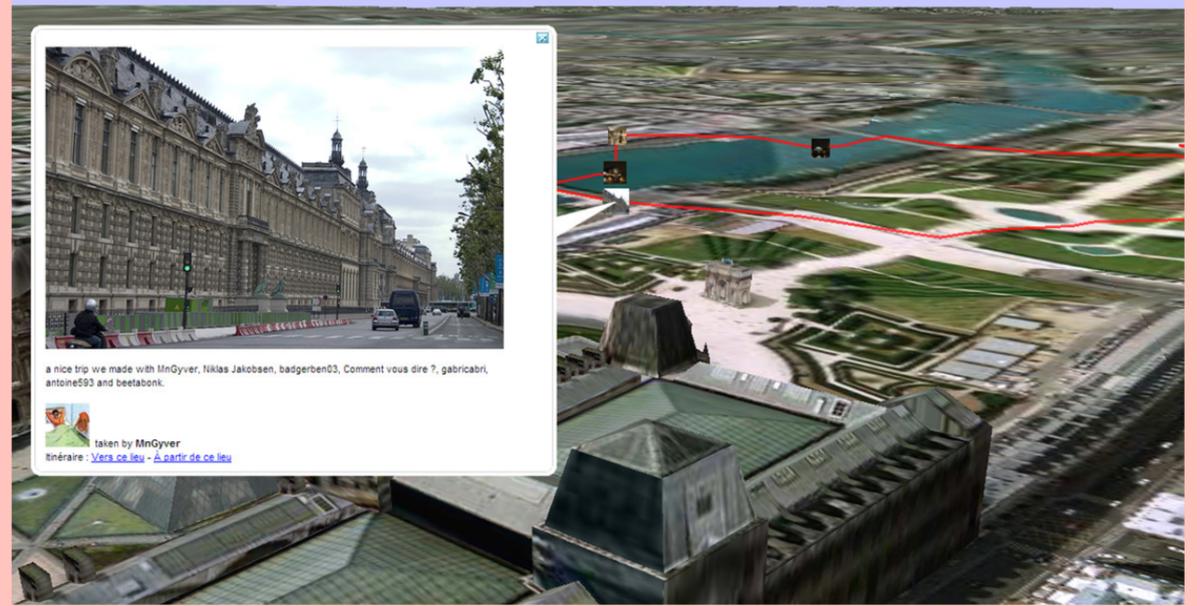
So, here are a few examples of artists that used the Google Street View representation.

Jon Rafman made a curation of pictures found by wandering in Google Street View. They are quite fascinating. He also made a video telling the research for a lost love in Google Street View and Google Earth. He tries to regain memories and capture traces of his lost love, and we see this image of the 360° bubbles images IN the Google Street View.

EXAMPLES OF OTHER ARTISTS



Emilie B & Maxime M, *Google Earth movies*



Emilie B & Maxime M, *the road between us*

Emilie Brout and Maxime Marion re-shot famous movies in Google Earth, finding the places where they have been shot, and re-doing the same camera movements.

The Road Between Us is a generator of imaginary travels and fictitious GPS journeys. Made from the photographs available on Flickr, these routes are viewable in Google Earth in a kind of spatial slideshow. These journeys, which are micro-narratives, are generated iteratively.

EXAMPLES OF OTHER ARTISTS



Aram Bartholl, *15 seconds of fame*



Aram Bartholl, *Map*

Aram Bartholl, with his sculpture “map”, made a big “A” pin so, viewed from far away, the scale works like in Google Map.

EXAMPLES OF OTHER ARTISTS



Dear Photograph,
It was 70 years ago when my mother dipped her toes in Lake Cavloc, Switzerland along side her father and sister. Beauty was all around them and so were the echoes of youth. My mother's view has changed now that she lives in a nursing home. Wouldn't it have been something if the waters they had danced in had washed the fountain of youth over them...
Peter



Dear Photograph,
I was born in India, but at the age of 2 years old I moved to Italy with my family. I never came back to India until last year, when I was 30. There, I was with my father near the Indian ocean.
Subash

Taylor Jones, *Dear Photograph*

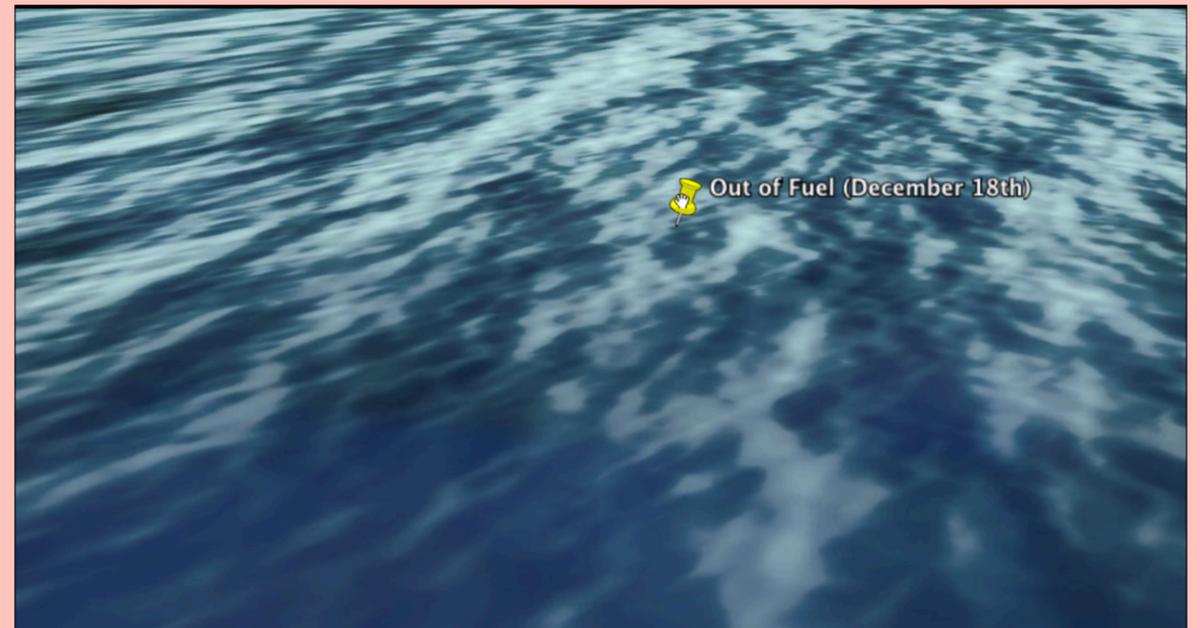
Regarding the juxtaposition of times, Taylor Jones has made famous the process of putting an old picture in another picture taken at the same location.

They are accompanied by comments on the memories of the pictures.

There is no photoshopping here, we are always seeing the hand of the person handling the photograph.

EXAMPLES OF OTHER ARTISTS

GLOBODROME IS AN ENQUIRY INTO REPRESENTATIONS OF THE EARTH. USING GOOGLE EARTH, I FOLLOW THE SAME ITINERARY AS PHILEAS FOGG AND PASSEPARTOUT IN JULES VERNE'S AROUND THE WORLD IN EIGHTY DAYS



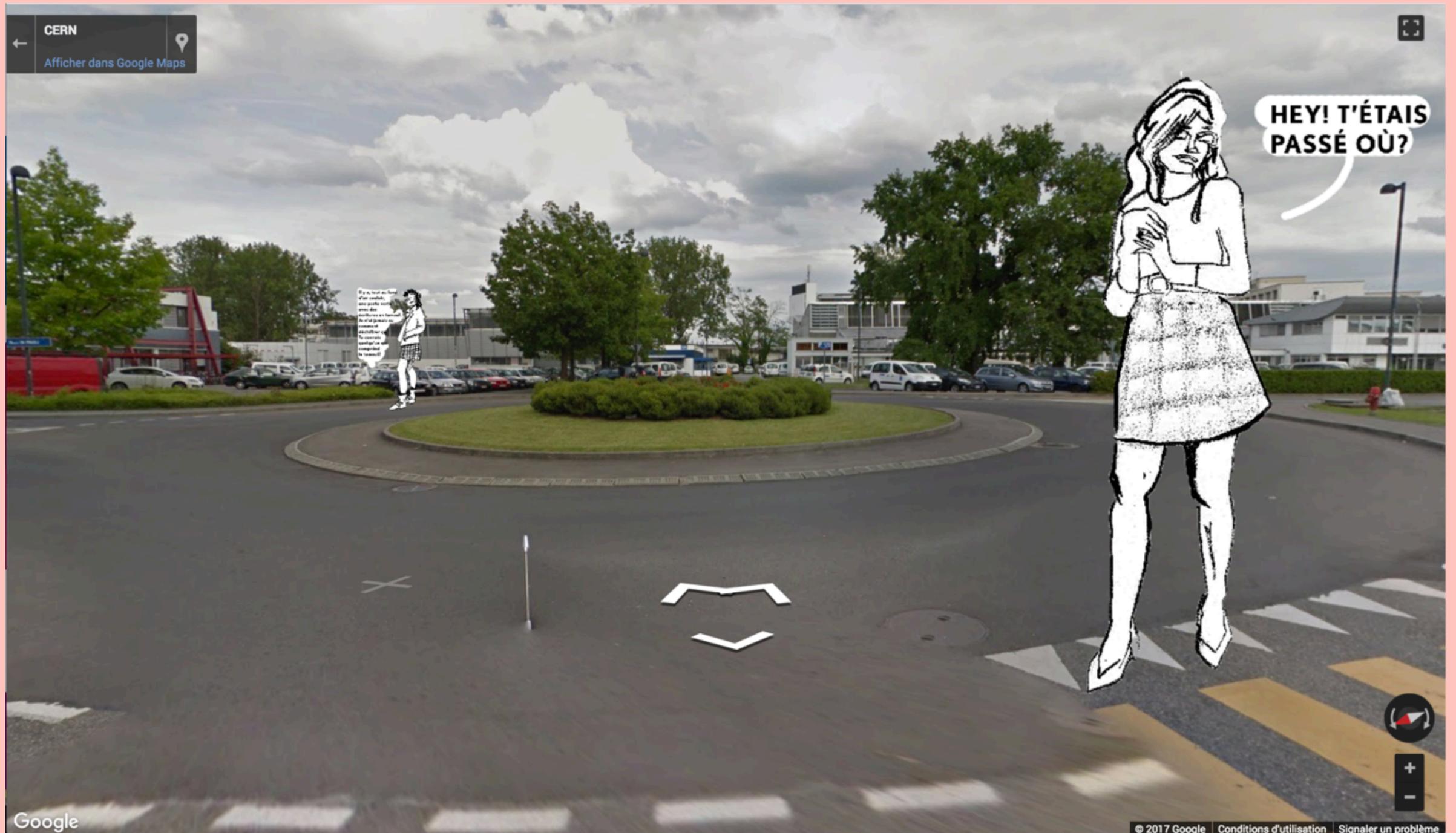
Gwenola Wagon, *Globodrome*

I want to finish with an excerpt of Gwenola Wagon movie “globodrome”, that tackle the issue of scale and travelling into a constructed world.

Notion of travelling in cinema where the public is being transported/immersed in a world that has been constructed by the directors.

We will use a world that already exist, and construct stories in it.

GOOGLE STREET VIEW



So, we'll use Google Street View as a playground where we'll place our stories. It can be memories of things that happened to you there, it can be comments on the locations, you can also recall ghosts from the past or the future, you can give your visit of the CERN, or even invent a little game in Google Street View! For the moment, it is more poetical, but this tool can also be used for the work at CERN's outreach. I know that you can even bring material from the INVENIO software that runs CDS to you, using their API, but I haven't tested it for the moment.

I would be happy to know your thoughts on the structure of stories, and the relation you see between space and time.