



Digital Storytelling: A creator's guide to interactive entertainment

By Carolyn Handler Miller



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Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences.

The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves.

This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. *Digital Storytelling* features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

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Bibliography

- Sales Rank: #308389 in Books
- Brand: imusti
- Published on: 2014-05-14
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 7.50" w x 1.50" l, 1.85 pounds
- Binding: Paperback
- 568 pages

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Editorial Review

About the Author

Carolyn Handler Miller is one of the pioneering writers in the field of digital media, moving into the field after a successful career in TV and feature films. As a writer of New Media content, a profession she calls "digital storytelling," Carolyn's projects include video games, virtual worlds, webisodes, intelligent toy systems, and transmedia entertainment. She was a contributing writer for the classic "Where in the World is Carmen San Diego?" series of games and wrote the interactive version of the original Toy Story movie for Disney and Pixar. She's an international speaker on New Media (Rome, Paris, the UK, South Africa, Malaysia, and Australia) and works as a consultant on digital media projects for a roster of national and international clients.

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