The Vital Narrative Dimensions, a Narrative Network in Digital Media

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Abstract

The networks of digital media not just impacted our society, but also reconstructed our thinking of storytelling. The hyperlinks and interactive platforms of digital media entail a new narrative dimension of describing human life which approach of parallel narratives adapted to less dynamic platforms of media (eg. text, film) as well.

At the same time, these parallel life narratives, what I call Vital Narrative Dimensions contributed to various media hybrids as the interactive movie in steaming services (eg. *Black Mirror: Bandersnatch* (2018)) or the "interactive film" with complex narrative structure appearing in the gaming industry (eg. *Detroit Become Human* created by Quantic Dreams). Consequently, the boundaries of these different platforms of digital media are shifting and parallel storytelling has a tendency to become interactive where a recipient gains the power of decision-making or becomes a first-person character in the narrative. The immersive digital media like Virtual Reality and Augmented Reality break down the walls of the distance between the recipient and character, and a new narrative network of parallel narratives occur in these platforms adapted from other media (eg. *Lies Beneath*) or created in these platforms (eg. *Lone Echo*).

Considering the notion that parallel life narratives due to their features to a certain extent contribute to blurring of digital media boundaries, the lecture aims to focus on the question of how the network of parallel narratives creates a digital media discourse and impacts their boundaries by the structural representation of above-mentioned instances (Black Mirror: Bandersnatch, Detroit Become Human, Lies Beneath).

Keywords
Vital Narrative Dimensions, Interactive Storytelling, Parallel Narrative Networks, Immersive Narratives, Intermedial Narrative Networks

Bio
Gyongyi Domokos is a PhD candidate at the University of Pecs in the field of literary theory, however, she also conducted research and delivered lectures in the field of classical philology. She was a research assistant at the UCL with a scholarship from 2017. Currently, she is living in Oxford where she was an academic visitor from 2019 until the pandemic. Her research focused on the intermedial change of ode, furthermore, on the types and structures of the recusatio and its narrative expansion in the Roman golden age. After years of research in classical philology, the new media as Virtual and Augmented Reality captured her attention. From 2021, she established her own company which creates Virtual Reality and Augmented Reality experiences. She explores the narrative patterns of the various media, and recently established a theory of the vital narrative dimensions.

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