HT'05 Workshop on Narrative, Musical, Cinematic and Gaming Hyperstructure

In Conjunction with Hypertext 2005, Salzburg, Austria

6th Sept 2005

This workshop will bring together researchers working with media that has a high level of structural arrangement, for example: narrative, music, rhetoric, cinema and games (structures that are effected by rules about the syntactic and semantic arrangement of content at a relatively high level of abstraction).

Media types, such as text, music and video, contain complex layers of structure and meaning, and this is also true of dynamic constructs such as games. In classical rhetoric we might use the word *Dispositio* to describe this multi-layered, high-level structural organisation.

Dispositio structures might be considered when linking to or from media of these forms, to either prevent a disruption of the existing structures or to augment them. Systems dynamically generating these types of media need to reproduce sensible dispositio structures in order to achieve effectiveness and authenticity.

The research community is still exploring the ways in which authoring and viewing applications might support dispositio like structural arrangement and expose it in some meaningful way so that it can be explicitly authored, used or reasoned about. While the media and the form varies, the methods are often common; such as the use of schemas, logic-rules or semantic annotation.

This workshop will be a unified forum where people researching computer support of dispositio/structural arrangement, whatever the form, can discuss and contrast their approaches. Topics include:

- representation of a media's structural form with hypertext or semantic web technologies
- hypertext concepts applied in authoring, editing or composition of these structural forms
- new applications in physical environments or ubiquitous systems
- hypertext navigation of the forms and the semantics of interaction
- hypertext aspects of information discovery and retrieval of these forms
- digital libraries of these types of media
- supporting fiction and the creative arts
- the effects of style or genre
- dispositio concepts applied to hypertexts, e.g. applying structures from one media to another
- use of arranged media (such as music) in hypertexts and hypertext applications
- hypertext and performance arts involving the forms, e.g. dance
- hypermedia applications in media education domains (e.g. cinematography)
- computer generated media, e.g. dynamic presentations
- hypertext systems issues, e.g. working with temporal media
- live recording and reuse

We do not intend this list to be exhaustive.

**Call for Participation**

The Call for Participation is available as a text file.

The important dates are:

- Position and Workshop papers due 29th July, 2005
- Notification of acceptance 12th August, 2005
- Position papers available at the web site 26th August, 2005
- Workshop date 6th September, 2005
- Final version of paper due 14th October, 2005

**Agenda**

The workshop agenda and position papers are available here.

**Location**

The workshop will take place on the 6th September 2005, alongside the ACM Hypertext Conference in Salzburg, Austria, in the Dorint Hotel. The workshop locations with the Dorint will be signposted on the day.

**Proceedings**

The proceedings will be published as a Technical Report from the Electronics and Computer Science Department, University of Southampton, UK. They will also be entered as workshop proceedings into the ACM digital library.

**Organisers**

David Millard is a Senior Research Fellow in the Intelligence Agents Multimedia group at the University of Southampton in the UK. He has a background in contextual and adaptive open hypermedia systems and is interested in the way that dynamic hypertext could support narrative.
Professor David De Roure is a founding member of the Intelligence Agents Multimedia group at the University of Southampton in the UK. He has used music as a case study in several hypertext systems and applications, reported in Hypertext 2002.

Jacco van Ossenbruggen is a post doctorate researcher with the Multimedia and Human-Computer Interaction theme at the Centrum voor Wiskunde en Informatica (CWI) in Amsterdam, The Netherlands. His research interests include synchronized multimedia (SMIL) on the Semantic Web and the automatic generation of user-tailored hypermedia presentations.

Matthew Dovey works at Oxford University in the UK and has been involved in various XML, WebService, GridService, metadata and library standards. He currently leads an OASIS Technical Committee on musical notation. He was part of the OMRAS (Online Music Retrieval and Searching) project and has worked on a number of XML standards, and also on music notation editors.

Mike Fraser is a lecturer in the Computer Science Department at the University of Bristol. He has a background in novel technologies to support social interaction (including distributed, mobile, ubiquitous and mixed reality systems) and is also involved in the the VidGrid e-Social Science project, which is developing grid-based systems to support and extend current video analysis practices.

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