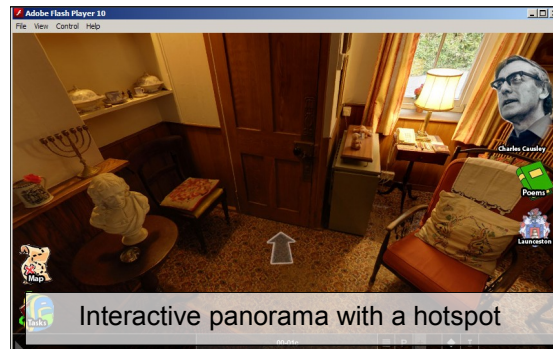
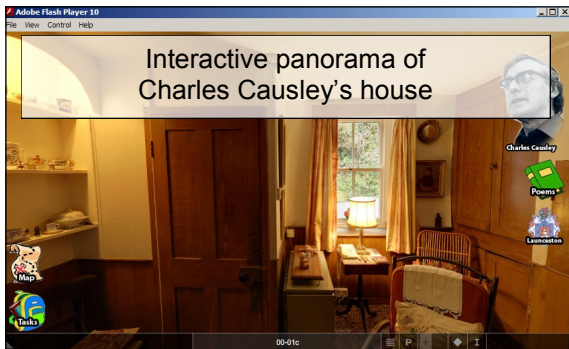


Where is Paradise?

This project presents a method for combining poetry into an **interactive narrative** based on **still and video panoramas**. Poems were applied to this new narrative to enable each individual to find their own journey through the interactive storytelling and experiencing the sense of a **story unfolding**.

Charles Causley was a famous English poet who lived in Launceston, Cornwall and died in 2003. He was famous for his children's poetry and spent most of his life in **Launceston** in Cornwall. There are many references in his poetry to locations in his town and artefacts that can be found in his house.



Almost **every object** in the house has its **own narrative** relating to Causley and his poetry. The user can visit his house virtually using **panoramic imagery** and learn more about his life and his relationship with Launceston by interactively touching objects that still remain in his house after his death.

To move from the first room to another, the user has to find an **artefact** that is **hidden** in the first room. The clues to finding these objects are **hidden in a few verses of a poem** that is played or displayed while exploring an interactive panorama. To exit the house the user has to **solve all of the puzzles** in the house.



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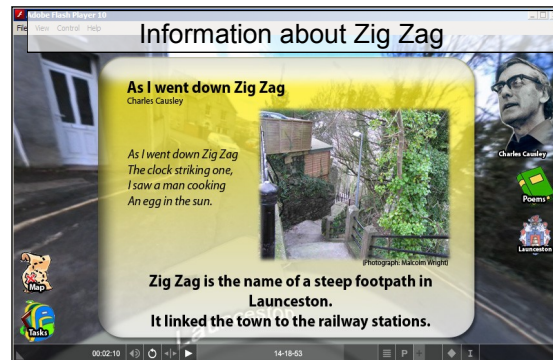
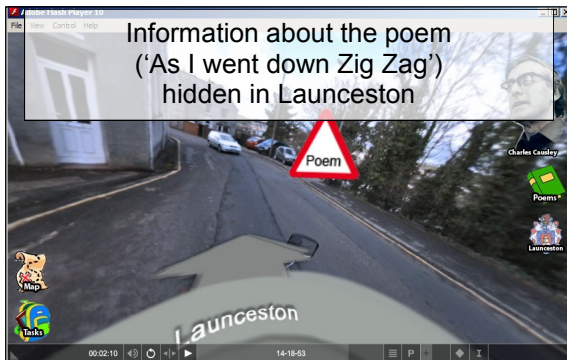
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Where is Paradise?

Outside the house the user is instructed how to navigate **video panoramas**, these present the town from different perspectives. The experience of the user is considerably different when controlling video panoramas, because of the increased **interactivity** that is available with this format. The narrative is experienced interactively and includes oral storytelling.

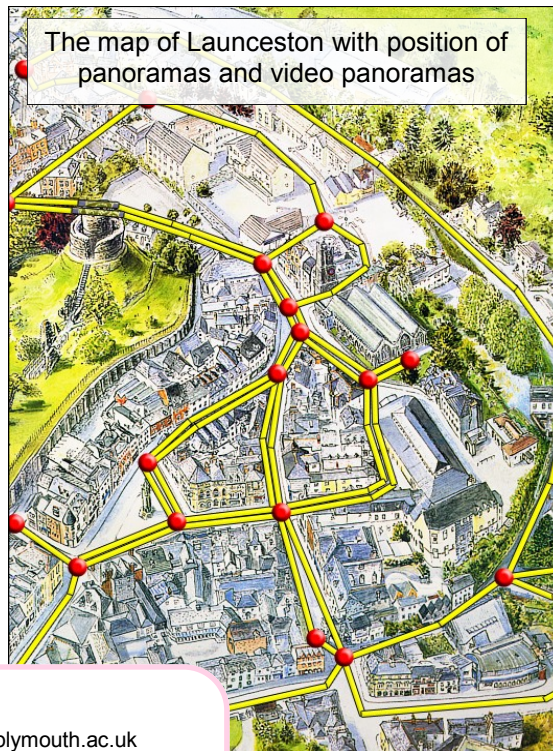
The use of a **motorised wheelchair** was helpful in the creation of video panoramas of the town. Video panoramas were recorded using Ladybug 2 (**spherical video camera**) placed on a helmet.



In this project Causley's poetry will provide the clues that instigate further investigation. For instance, in one of Causley's poems there is a reference to a steep footpath in Launceston called Zig Zag.

‘As I went down Zig Zag
The clock striking one,
I saw a man cooking
An egg in the sun.’

Such objects and puzzles are gateways for further interactive narratives with additional clues and quizzes. The goal of the interactive narrative is to find **Paradise**.



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