DOMAIN ANALYSIS

DEFINITIONS

TRANSMEDIA:
A storyworld building technique that produces co-ordinated, multi-platform stories with each platform producing its own stand-alone narrative that creates new entries into the world.

FICTIONAL WORLD:
The characters, associations, family trees, events, organizations, locations, science, technology, religions, philosophies, tropes, themes, natural laws and/or other components found within the narrative elements of a fictional transmedia story and their connections to the real-world.

RESEARCH QUESTIONS

Question 1:
How is knowledge contained within the narratives of transmedia fictional worlds inherently structured as a domain?

Question 2:
How do end-users navigate, organize and understand the information contained in the narratives of transmedia fictional worlds?

KEY CONSIDERATIONS & METHODOLOGY

How do you represent multiple truths?
How do you represent the tone of a relationship?
How do you represent critical changes to things?

LITERATURE REVIEW

DOMAIN ANALYSIS

PRELIMINARY ONTOLOGY

CARD SORT STUDY

FINAL ONTOLOGY

TRANSFERENCE

SOURCES

EXAMPLES

CODES

SOURCE: http://author-quest.blogspot.com/2015/06/is-tony-stark-becoming-villain.html

SUMMARY & FUTURE RESEARCH

OWL BASED ONTOLOGICAL MODEL:
- 72 classes
- 219 properties emphasizing relationships
- 11 different controlled vocabularies with 100 terms & expansion rules

FUTURE RESEARCH OPPORTUNITIES:
- Future user studies (i.e. personas other than fan)
- Expanding properties and relationships even more
- Relationship between world size & model usability
- Develop interactive, input, & comparison UIs
- Develop more exploratory links between classes & new terms for the controlled vocabularies