



Reality Tales: Facilitating User-Character Interaction with Immersive Storytelling

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Reality Tales =



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Voice-based User-Character Interaction

Binaural Audio based Narration

Voice-controlled Interface

Research

User Survey with 118 Participants

Participants **remain inquisitive** after reading the story. They use external websites to learn more.

Voice, dialogues and personality of the characters are vital attributes for an enriching story experience.

9 Semi-Structured Interviews

"I would like to walk the hall of Hogwarts and listen to Harry tell his story."

"I know the story explores this question a lot, but we have not seen a clear answer from Guts [protagonist of Berserk] yet."

Prototyping

Low Fidelity

Medium Fidelity

High Fidelity

Role Playing + Wizard of Oz to test significance of binaural audio and user-character interaction.

Designed **Information Architecture** and **User Interface** of the web app.

IBM MAX **Question-Answering Model** for character responses. **Audacity** for recording binaural audiobooks.

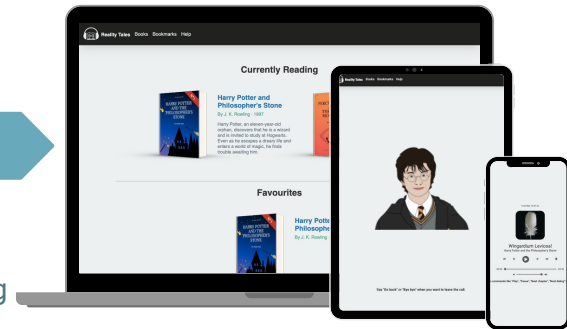


Fig 1. Snapshots of Reality Tales

Learnings

User Evaluation with 11 Participants

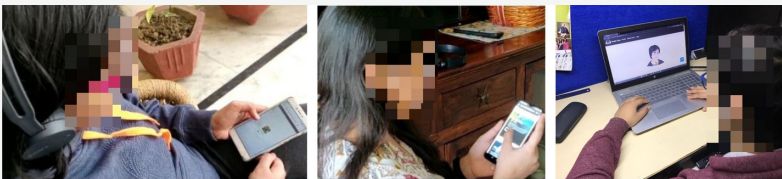


Fig 2. Participants involved in usability testing (CTA) for Reality Tales.

Character interaction fostered positive emotions

Participants felt **invested** in the story and the character's life. Increase in **empathy, satisfaction, connectedness to the characters, and happiness**.

"I had not read the book earlier, but after talking to Harry, I felt the urge to know more and listen to more chapters."

Character interaction increases curiosity

Increase in the number of questions asked:
Traditional audiobook: Mean: 1.4 Median: 0

Reality Tales: Mean: 6.4, Median: 5

Categories of questions: **Personal, Other Characters, Story Elements, Follow-up Questions**

Who are your parents?

I am son of James and Lily Potter, a half-blood wizard

Do you like Hermione?

Hermione is a good friend.

Living the storyworld

Binaural narration made participants feel that they were in the **same environment as characters**.