Der Raumagent. *(The Space Agent)*

multimedia hypertext & interactive 3d audio/play, based on stories by jürgen ploog

Project Description

Der Raumagent is a multimedia hypertext that realizes the 1993 short story collection of the same name by Jürgen Ploog as an *interactive 3D audio play* . By combining elements of classical radio play and video game features it creates an immersive multimedia space.

The stories of the cutup author and retired pilot Jürgen Ploog are highly suitable for such forms of remixes, as they are nonlinear in their narrative structure from the outset. Being cutup literature, they rather circulate around certain topoi than follow a linear story line.

From Ploogs stories passages were selected to be read out by the author, recorded and saved as audio files in a database. These audio passages then were described by a set of parameters, which in turn were used to trigger the realtime generation of the abstract 3D game world.

The listener/viewer/player can now navigate freely in these worlds und combine them to new successions by interacting with generated hyperlink objects. The successions of the audio passages add up to a complete new story in each user session.

To do so, we first had to analyze the original text concerning its structure and 'objects' (i.e. characters, environments, items with relevance to the story line, et cetera...) and assign attributes to them. Another challenge was to synchronize the players action to the audio passages (what actually makes a main part of the gameplay), as the duration of the audio passages defines the range of player activity and the length of his/her stay in a certain world.

Besides it is planned to implement diverse multi user functionalities like exchanging maps (which indicate where a player has already been) and walking through a world with another player.

Project partners

Concept and Audio Editing: Marco Spies (www.heutenichtmorgen.de)
3D Visualization and Programming: Michael Zoellner (www.formwerks.de)

Project status (May 2003)

The first prototype is to be published soon. The parameters to trigger the 3D engine are stored in XML. For future implementations it is intended to have them generated in realtime from the original text passages using a JAVA engine. We are also evaluating 3D game engines (like Quake2) for future prototypes.

Version 1.0 is intended to be realized as a gamelike multimedia hypertext, as live-performance (reading) and interactive installation

Further information

For further information, please send an email to raumagent@heutenichtmorgen.de.