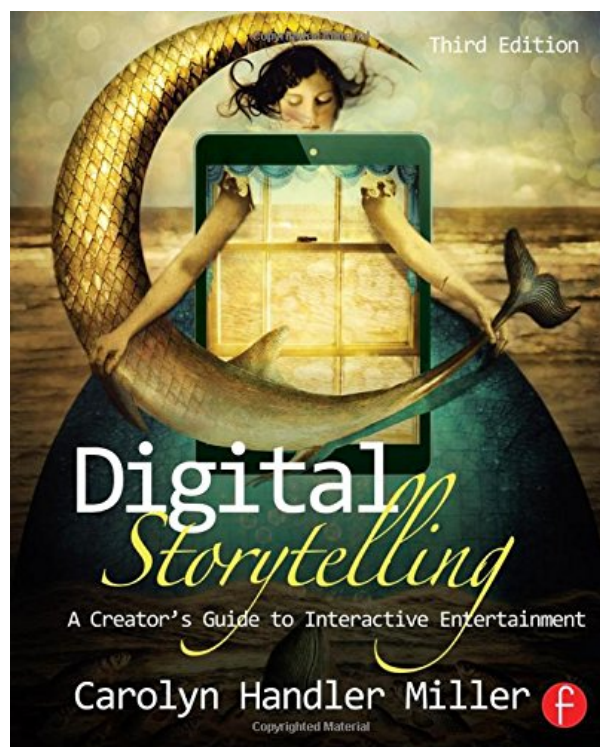


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GUIDE TO INTERACTIVE  
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## **Digital Storytelling: A Creator's Guide To Interactive Entertainment By Carolyn Handler Miller.**

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### About the Author

Carolyn Handler Miller is one of the pioneering writers in the field of digital media, moving into the field after a successful career in TV and feature films. As a writer of New Media content, a profession she calls "digital storytelling," Carolyn's projects include video games, virtual worlds, webisodes,, intelligent toy systems, and transmedia entertainment. She was a contributing writer for the classic "Where in the World is Carmen San Diego?" series of games and wrote the interactive version of the original Toy Story movie for Disney and Pixar. She's an international speaker on New Media (Rome, Paris, the UK, South Africa, Malaysia, and Australia) and works as a consultant on digital media projects for a roster of national and international clients.

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# **DIGITAL STORYTELLING: A CREATOR'S GUIDE TO INTERACTIVE ENTERTAINMENT BY CAROLYN HANDLER MILLER PDF**

Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences.

The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves.

This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

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- Dimensions: 9.00" h x 7.50" w x 1.50" l, 1.85 pounds
- Binding: Paperback
- 568 pages

## Features

- Focal Press

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## Most helpful customer reviews

3 of 3 people found the following review helpful.

Digital Excitement

By Ralph Diguglielmo

If Carolyn Handler Miller was a ball player I'd say she hit it out of the park with this Third Edition of Digital Storytelling. The heart of every media platform is the story. Without it, it's like receiving a beautifully wrapped present but with nothing inside it. Miller knows story. She's lived and breathed story ever since she formulated her first sentence. With Digital Storytelling, Miller's gifted us with a book that is not only an exhaustive examination of the subject, but is also fun to read. I make a living writing for both entertainment and non-fiction arenas. Too often in the past, writers would explore one arena without mentioning the other, which for this writer was frustrating since I often blended techniques of both to give my work substance. Miller addresses both, whether using Digital Storytelling in business to teach and train or for promotion and advertising, or in the various platforms devoted to Digital Entertainment. Storytelling isn't new. Whether we're writing a play or screenplay, a training video or a documentary, or an interactive game, the tools we use to flesh out story are as old as Aristotle. Some might argue that plunging into the interactive realm might be a little challenging, but I would posit that these same people have to read Digital Storytelling. Buy it, wrap it, and give it to yourself as a well-deserved present.

0 of 0 people found the following review helpful.

Four Stars

By kindad

Got it in nice shape.

4 of 4 people found the following review helpful.

A Carefully Written, Exceptionally Organized & Comprehensive Textbook Introducing Serious Students to Interactive Entertainment

By Tom McGee

At 1.25 by 7.5 by 9.25 inches this third edition 546-page book is typeset in very small Times New Roman font that made it a difficult read for me.

In spite of that, Carolyn Handler is an exceptionally talented writer whose knowledge and enthusiasm show through sharing a subject that she clearly loves. She has written an interesting, well-organized and easy to understand textbook explaining old linear and new digital tools historically developing the art of modern day Storytelling methods and media.

Her textbook, Digital Storytelling: A Creator's Guide to Interactive Entertainment is divided into a 5-part comprehensive study written for novice students and enthusiasts. In laymen terms, she introduces the reader to new technologies and creative opportunities, creating story-rich projects, harnessing digital storytelling for pragmatic goals, media and models and career considerations.

Like most textbooks, this one enables students to learn the terms and languages used in this field, but this one has an excellent glossary, subject index, project index and bibliography that reinforce information, concepts and various aspects linear narrative, digital storytelling, architecture and career opportunities.

I especially like the questions at the beginning of each chapter designed to engage the pondering student with the chapter at hand. Additionally each chapter ends with a conclusion reinforcing concepts and material covered.

Although the print is small and the material vast for the casual reader, I would enthusiastically recommend it

for high school or college level classrooms or for those who are interested in this field, but prefer to study at their own pace.

Enjoy!

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