3 Methods of Looking:

Method 1: Non-Linear Narratives.

The First method I have chosen to research is non-linear narratives. The reason I have chosen this method is because I feel it is the most relevant point of enquiry in relation to my chosen theme and it is the most required area of research in order to establish the possible design outcomes for my project. My first intended area of research within this topic raises the question; 'What is a non-linear narrative and how does it differ to that of classical linear methods of storytelling' (With the classical linear method of storytelling having a beginning, middle and an ending.) This will therefore enable me to research the reasons for using a non-linear narrative, looking at examples where this method of storytelling has previously been used and what techniques are used to develop non-linear narratives .This will enable me to discover how non-linear narratives structured and how does this structure differs from that of a linear narrative.

 Another question I will raise is 'Can Characters be non-linear as well as the narrative?' This question may be answered by looking at examples of characters that play a more surreal role within a narrative for example comparing the character of Dr Manhattan from the 'Watchmen 'comics with Jack from the classical 'Jack and the Beanstalk' Fairytale. This may also raise the question of 'If the characters in the story are non-linear, will the method of storytelling also be non-linear?'

Examples of non-linear narratives I will look at in particular are interactive hypertext fictions. I wish to find out if Interactive non-linear storytelling differs from that of a non-linear film or book and if these types of narratives can be used to enhance reader experience. It is argued that online fiction/ interactive fictions are not as engaging and as easy to read as to opening a traditional book and reading it.

> 'The book is portable, inexpensive, and easy to read, whereas the computer is hard to carry, expensive and needs a source of electricity. The computer screen is not as comfortable a reading surface as the page....and you cannot read your computer screen in bed'
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> (*Convergence: A Future for hypertext fiction: JD Bolter, 2001:8*)

 I aim to try and challenge this theory by researching the advantages to non-linear hypertext fictions against the disadvantages of conventional linear storytelling.

Another example I will look at in particular is the method of Non-linear storytelling through Illustration. I will research artists/ designers that are influenced by non-linear events, how

they portray these events, the style of illustration used (Such as different styles of painting and drawing) and how the style of illustration creates a narrative with a sense of having no beginning, middle and ending through a still image or a series of images. Researching the topics mentioned will allow me to choose which method of storytelling is most effective in engaging the reader/ user/ audience and which method will allow me to try and enhance reader experience by trying to move readers away from conventional linear narratives.

Method 2: Dreams. The Science and the Interpretations and Meaning through Art and Design

The second method I have chosen to research is Dreams. The reason for choosing this method is because it is the theme my project will be based on. Firstly I aim to research the science behind Dreams. I wish to find out the scientific explanation of what a dream is, how we dream, why we dream and the cultural meanings of dreams. I will analyse dream content and the various types of dreaming, why dreams occur and how each type of dreaming differs from each other.

When it comes to dream interpretation I will approach this from the angle of the artist/ designer. I will look at the work of different artists from different art movements using different types of media/ medium to interpret their dreams or the dreams of others. I will analyse their works, how they create an image that is reflective of a dream, how they put meaning into an image and how that meaning can then be communicated, taken in and possibly be manipulated by the viewer (taking away different meanings or interpretations). I will look at art movements such as Surrealism and expressionism and techniques such as symbolism as these seem to be the techniques pursued by a lot of artists when creating a visual reference for a dream that may be personal or that may be a common dream amongst many people. I will also look at realism as I feel dreams could also be interpreted in this way visually, some dreams are very realistic and not always highly abstract. I also wish to research other ways that artists interpret dreams that may not be solely communicated through still imagery for example; through video, installations, interaction and sound. With this I hope to try and find new ways of interpreting dreams that may add to the dreaming experience of a viewer/ reader/ audience enhancing the communication of the meaning or message behind the dream.

Method 3: Technology and possible commercial outcomes:

The third method I have chosen to research is the technology that could be used to create possible commercial outcomes. I feel that this method is very important in getting my project recognised and viewed by a larger target audience/ readers/viewers. I need to

research the methods of getting a narrative across a platform easily, possibly looking into creating an app for the iPhone, an app for the iPad or a piece of software or application that a reader/viewer can download onto their desktop computer or laptop. One of the most important points of research is to look at the target audience as they will be the ones that will eventually determine which technologies I use and how I distribute it commercially. Some questions I need to raise are: Who is the project aimed at? What is their age range? Will the chosen theme be of relevance to the chosen audience/ reader? And will the technology used to distribute the project be used by this particular group and for what reasons?. I need to research how sustainable the chosen technology will be and how it will be distributed with easy access.