

# INTERACTIVE COMICS

## A STUDY.

By Dixa Barooah.



# Understanding Interactive Comics

Interactive books are a sub-genre in literature that require participation by the reader.

Reader interaction is vital to the progression of the story.

Interactive books engage the reader and pull them into the story.

This includes books that incorporate the use of modern technology or computerized books.

Allows the reader to dive into the story in more ways than one.

# Understanding how interactive comics work

Multiple paths for the reader

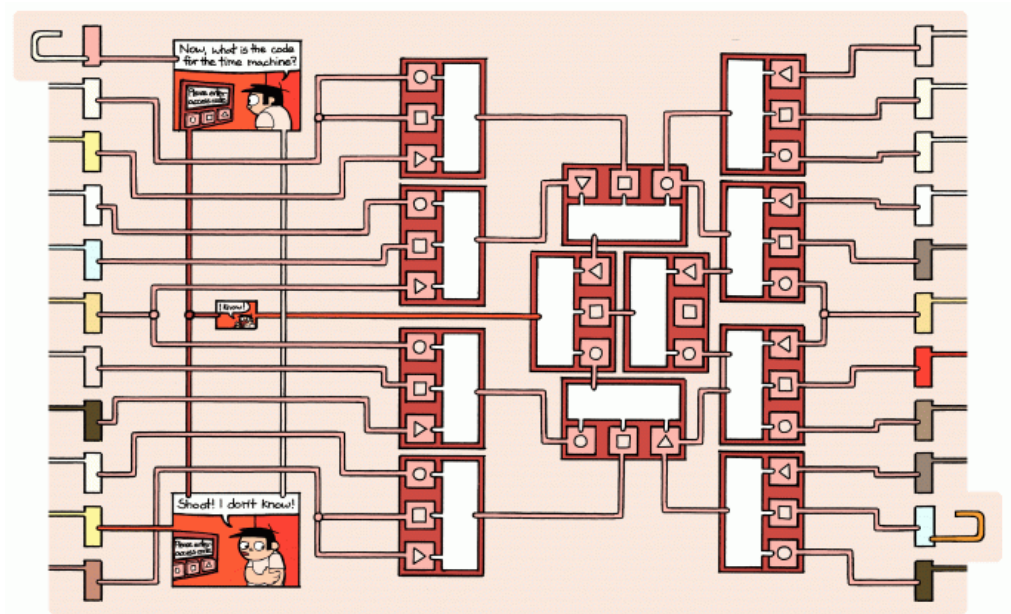
Play with the structure of the story

Reader decides

Math

Experience involving  
their senses.

Game

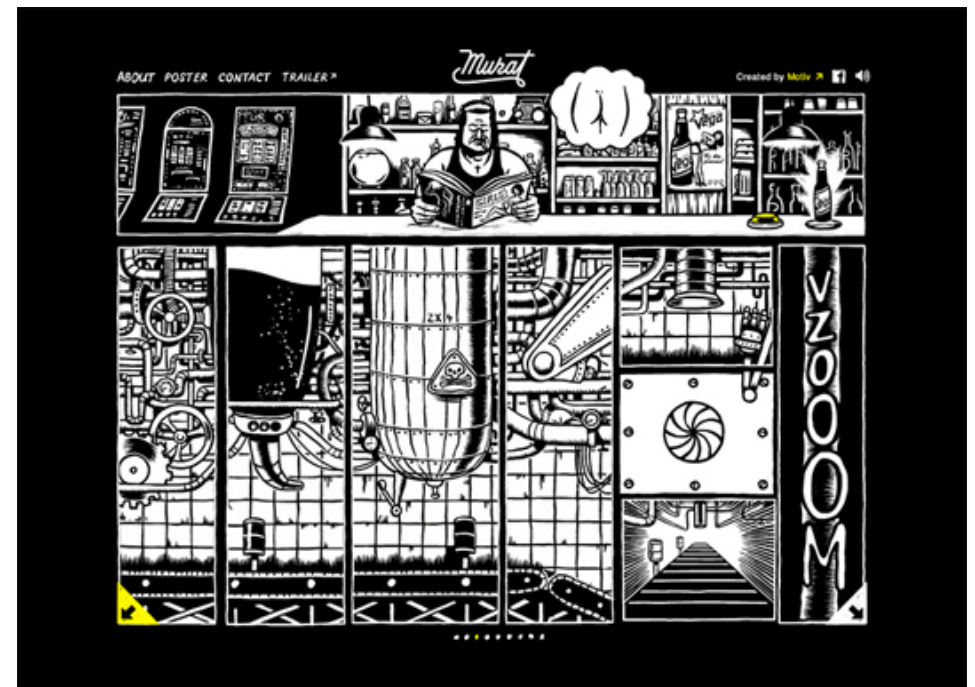
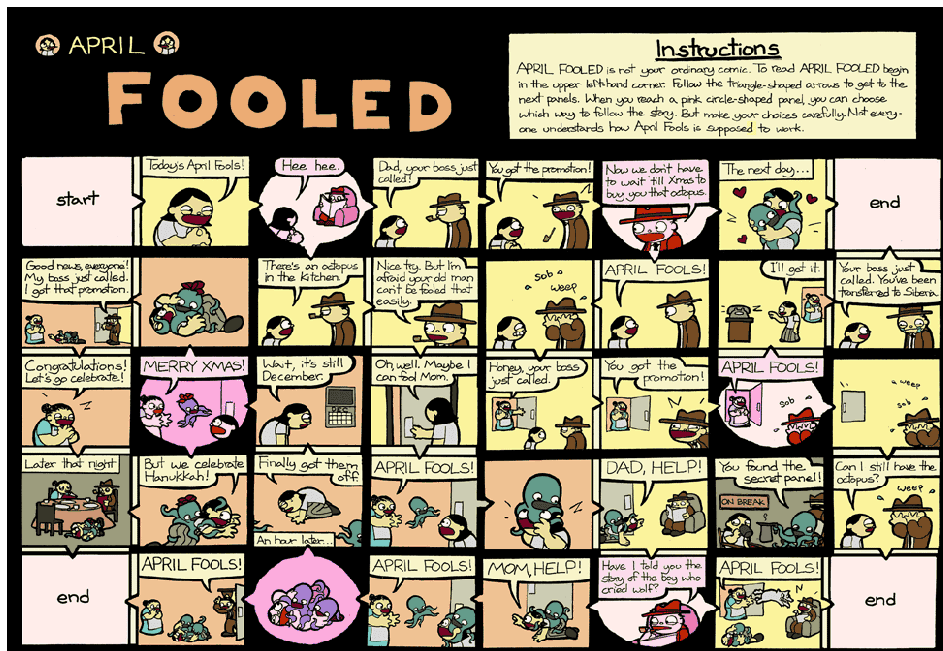


The time travel code in Meanwhile

# Types of interactive comics

**Screen-Based Comics:** A digital comic that demands a digital medium to be presented.

**Traditional Digital Comics:** Digital comics, able to be presented in printed media as well as digital media.



# Types of interactive comics

## Screen-Based Comics:

**The Multimedia Comic:** Linear stories with fullscreen images which embraces audio and animation (restricted) as instruments to tell the story. It got an incorporated invisible user interface, and the reader controls the progression.

**The Hyper Comic:** A non-linear and interactive story created by hyperlinks between the pages/frames, making the reader choose the direction and progression of the story.

**The Motion Comic:** This is a hybrid between animation film and comics. It is a movie, presenting a linear story, with static images and simple animations together with audio. Some are text based, others got audio speech. You watch it progress and the reader has to follow the given progression.



# Types of interactive comics

**The Traditional Comics:** Interactive books grab hold of the reader's attention by involving their senses. Readers must use multiple senses to participate in the story.

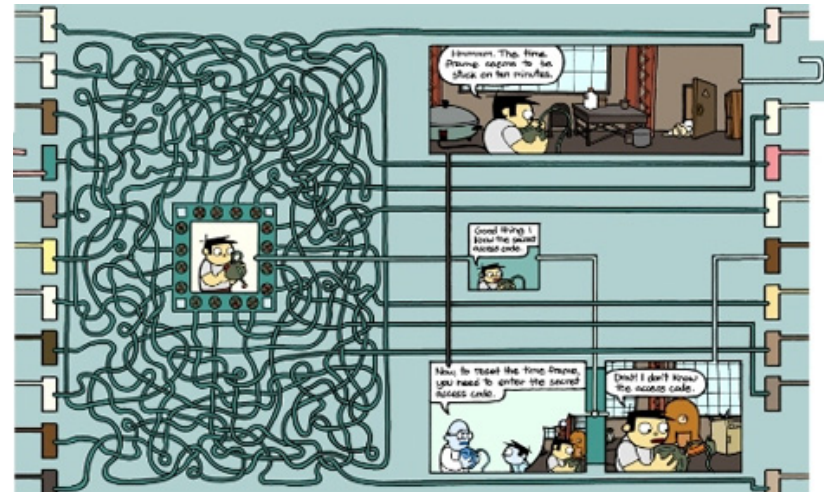
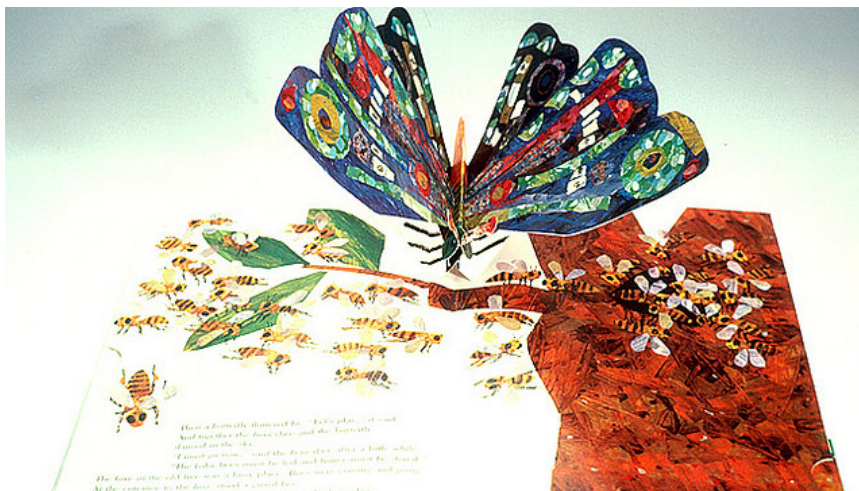
Touch and Feel books

Pop up books

Hidden Object books

Directly Addressing the Reader

Coloring books / Game books



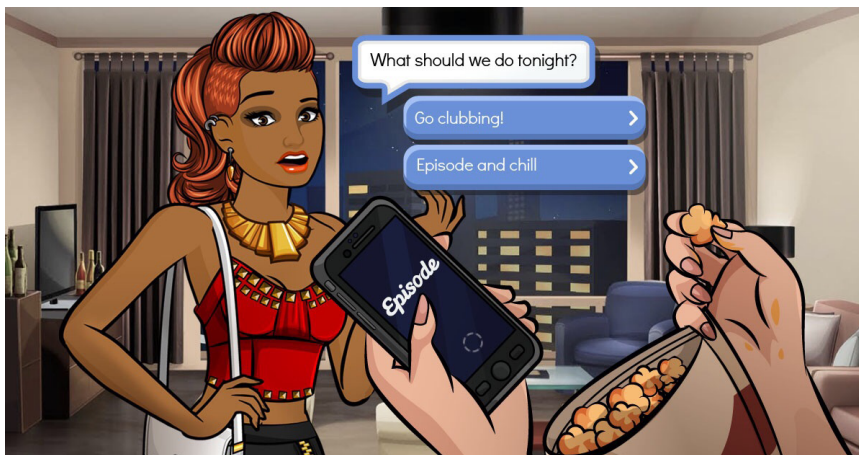
# Research and Secondary Research

Usually, The web comic is presented as if it were a log of an Interactive Fiction game (with pictures).

Commands are resolved by a human and only one (or a very select few) command paths are actually used, the story usually ends up far more complex than is possible to program into a game .

Due to the sort of people who make these comics, these comics also frequently spoof such things as Adventure Games, Simulation Games, Puzzle Games, Role playing Games, or Turn-Based Strategy games.

Comics generally update with only one panel at a time and as such can be updated very quickly. Often even more than once a day.



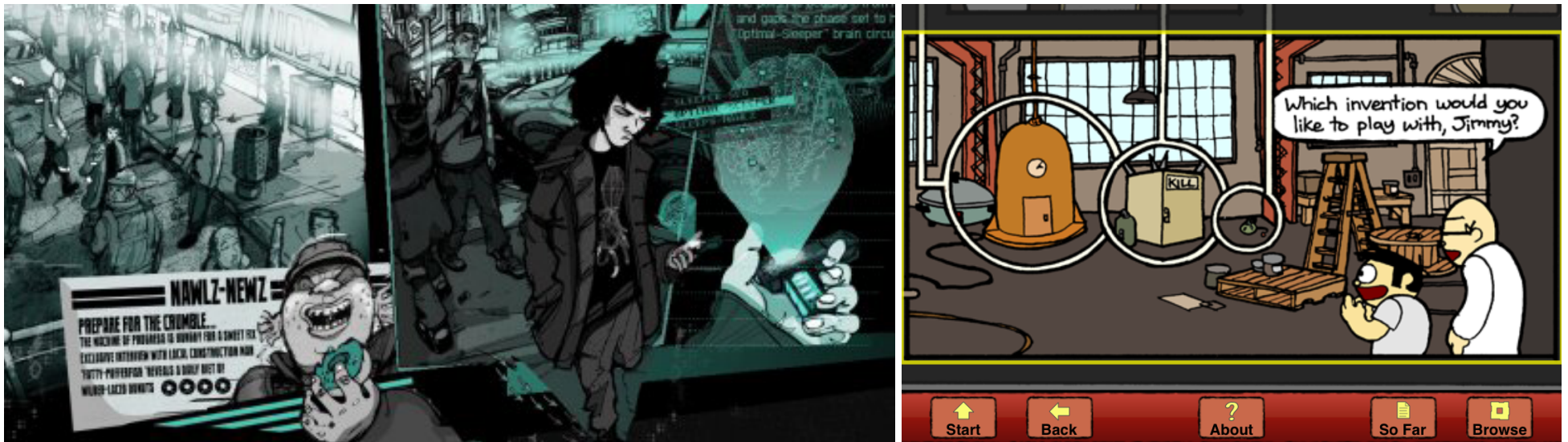
# Research and Secondary Research

Frequently these comics come in the thin line between Web comic and New Media/Web Original.

Ex. “NAWLZ” by interactive designer and illustrator Stu Campbell.

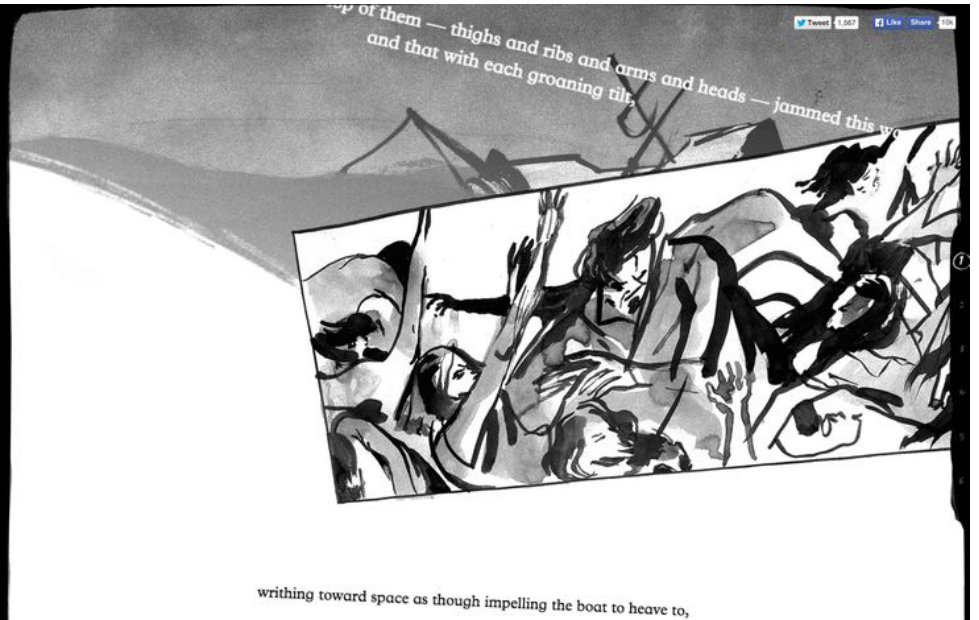
General examples seems to be to put Interactive Comics in the Web comic category. However, more and more traditional comic creators and web comic creators are experimenting with the medium.

Ex. “Meanwhile” by Jason Shiga.



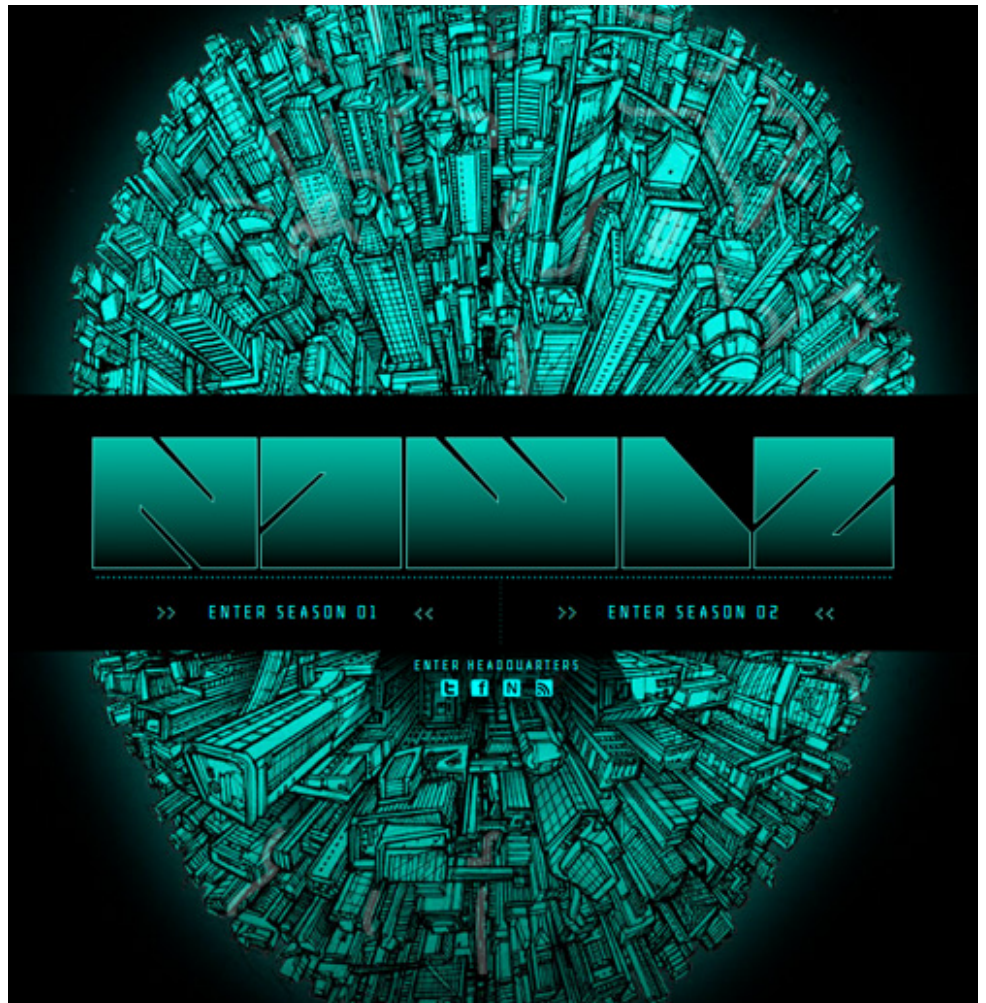
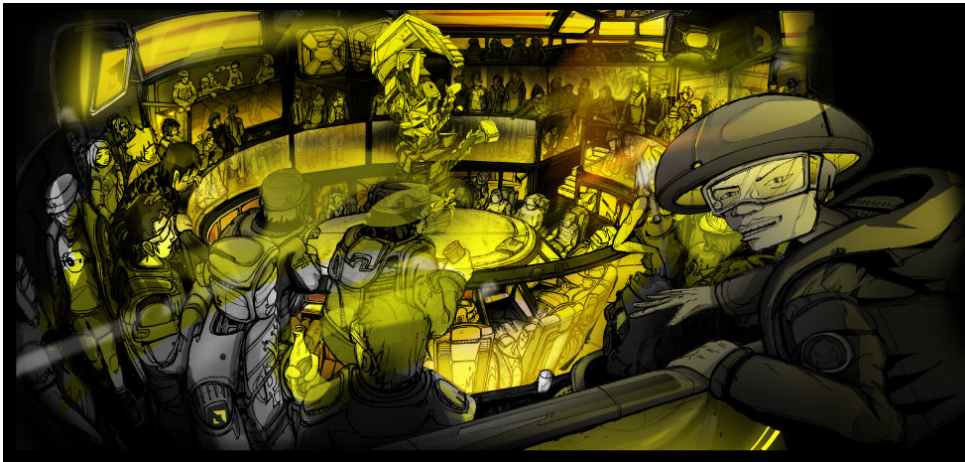
# Secondary Research

- 'The Boat', an interactive graphic novel about escape after the Vietnam War. Based on the story by Nam Le, adapted by Matt Huynh.



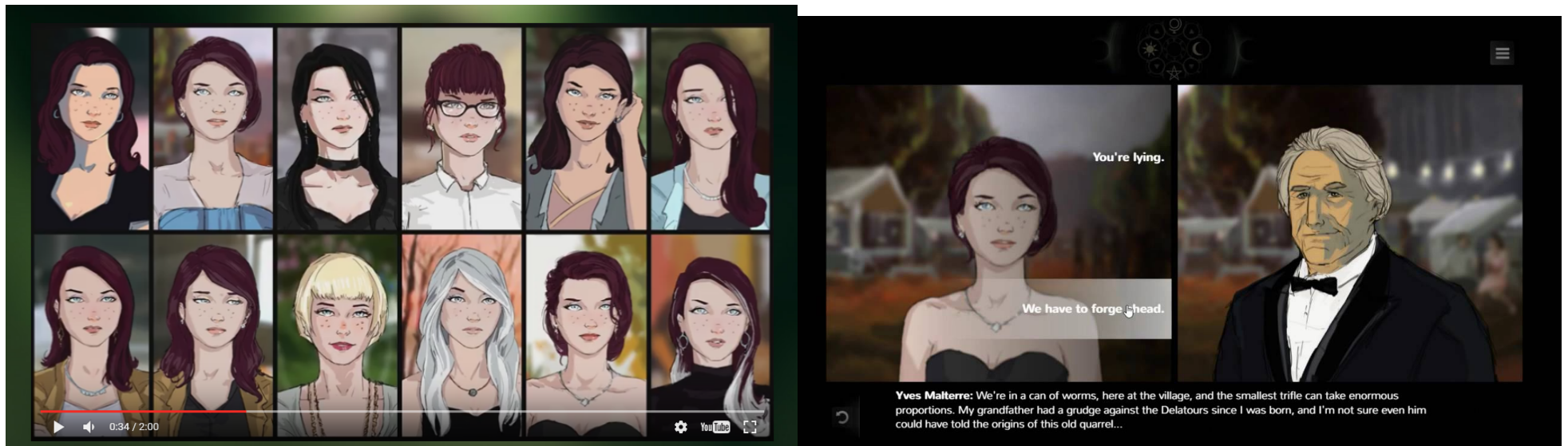
# Secondary Research

- “NAWLZ” is an interactive comic that combines text, illustration, music, animation and interactivity to create a never before seen panoramic comic format. By Stu Campbell.



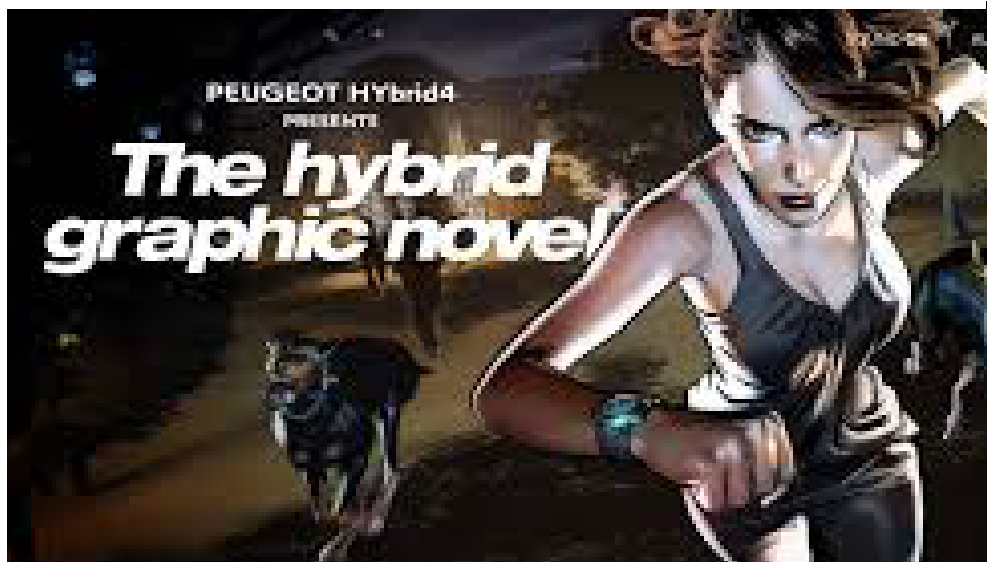
# Secondary Research

- “Along the Edge” is an Interactive Graphic Novel for PC, Mac and Linux. It is an adult narrative game set in the European countryside, where your choices impact the main character’s personality and appearance.



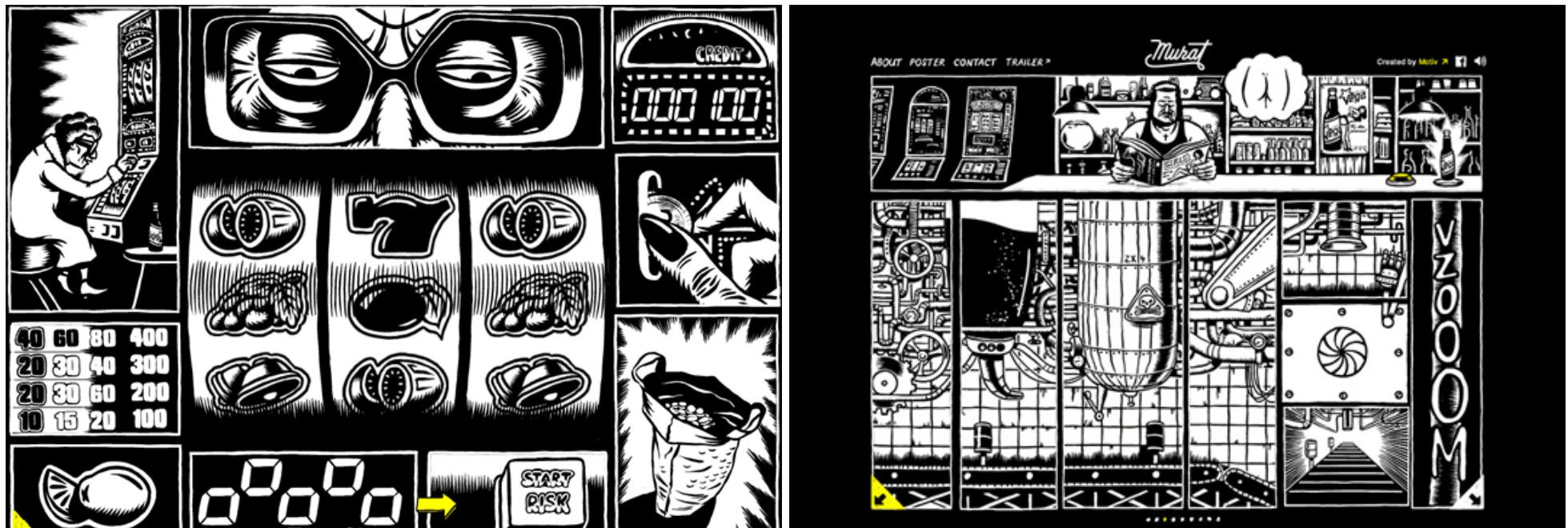
# Secondary Research

- A collaborative project between BETC Digital, interactive and backend developer Sylvian Tran and Marvel illustrator Gérald Parel, “The HYbrid4 graphic novel” is an intriguing cross-over between a comic book and a screen experience.



# Secondary Research

- “Murat” is a fully interactive comic that allows the reader to dive into the story in more ways than one. Czech Republic based independent collective consists of Ondrej Novak and Vojtech Seda.



# Dissection of an Interactive comic

## Ontological Mystery:

You may find yourself living in a shotgun shack  
And you may find yourself in another part of the world  
And you may find yourself behind the wheel of a large automobile  
And you may find yourself in a beautiful house, with a beautiful wife  
And you may ask yourself, "Well, how did I get here?"

— Talking Heads, "Once In A Lifetime"

The characters are locked in, have no idea how they got there, why they're there, or how to get out, nor do they know exactly who is behind their predicament.

## Fandom:

Even more interesting is that without suggestions, fans still affect the comic in small ways as community jokes and theories often appear in the comics or have nods to them.

## Present Tense Narrative

## Second-Person Narration

## Schrödinger's Gun:

So, when faced with an impending "Off the Rails" event, The author can subtly tweak the facts the reader hasn't discovered yet to suit the changed plot.

Improvisation masquerading as planning.

Author can change plot events based on what (s)he hears in the fandom.

# Dissection of an Interactive comic

## Ascended Fanon:

“ Tell them what you’re doing but not why. Then let them speculate. Listen to them as they speculate. When they come up with an idea you really, really like, tell them, ‘You finally guessed right. That was my reasoning all along.’” — Hobbie Klivian, X-Wing Series

Beyond direct suggestions, authors often take direction of the future updates by canonizing fan speculation. Canon means that which counts, in terms of continuity.

## Cerebus Syndrome:

Specifically, once the Ontological Mystery is slightly less of a mystery, the author will often reveal a back story for the world and the character. This generally tilts the comic away from silly hijacks to plot-driven story.

It can also be intentional, with the lighter mood at the beginning allowing readers to meet and become attached to the characters before the story arcs with the dramatic elements begin.

## Foregone Conclusion:

Has proven that as any interactive comic becomes popular enough, it begins to defy the medium.

Ex. “Homestuck” web comic written, illustrated and animated by Andrew Hussie

Homestuck is also an interesting case study in that the author eventually got incredibly fed up by endless streams of countless moronic suggestions; something usually considered a strength of this genre.

# Dissection of an Interactive comic

## Genre Savvy or Genre Blindness:

Depending on the quality of reader suggestions, the protagonist in question can be a bumbling idiot with no brains or an incredibly smart ninja who knows all the trappings of his fiction, or anything in between.

A condition afflicting many fictional characters, seen when one demonstrates by their behavior that they have never in their life ever seen the kind of story they're in, and thus have none of the reactions a typical audience member would have in the same situation. Worse, they are unable to learn from any experiences related to their genre.

## Fourth Wall:

Breaking the barriers of comic making

The character is no longer a character but is aware of the surroundings and humans of the real world.

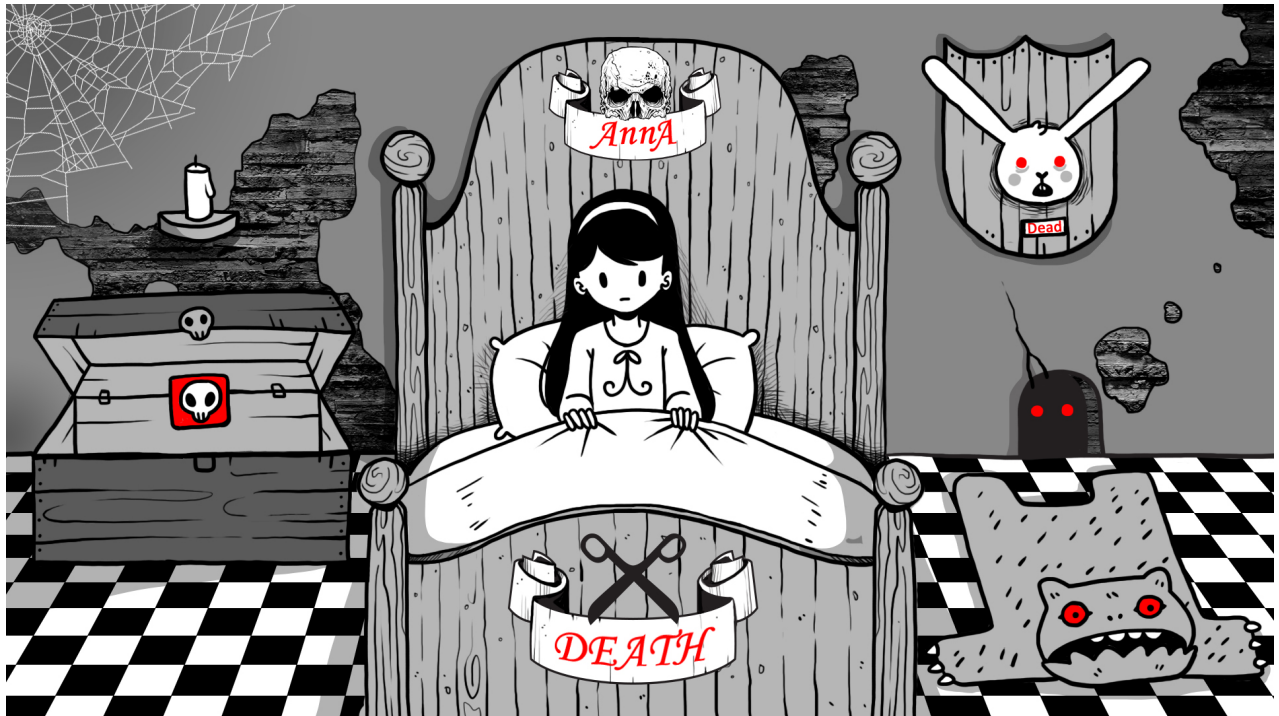
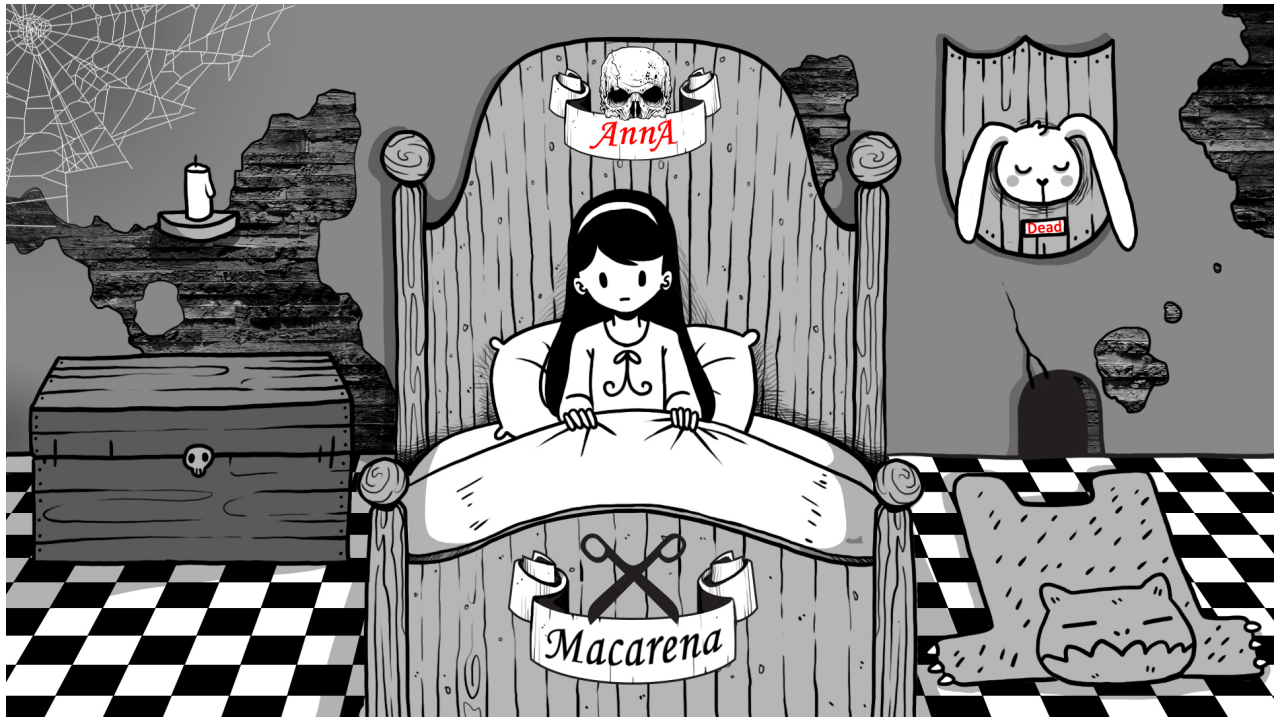
Interaction with the reader directly one on one.

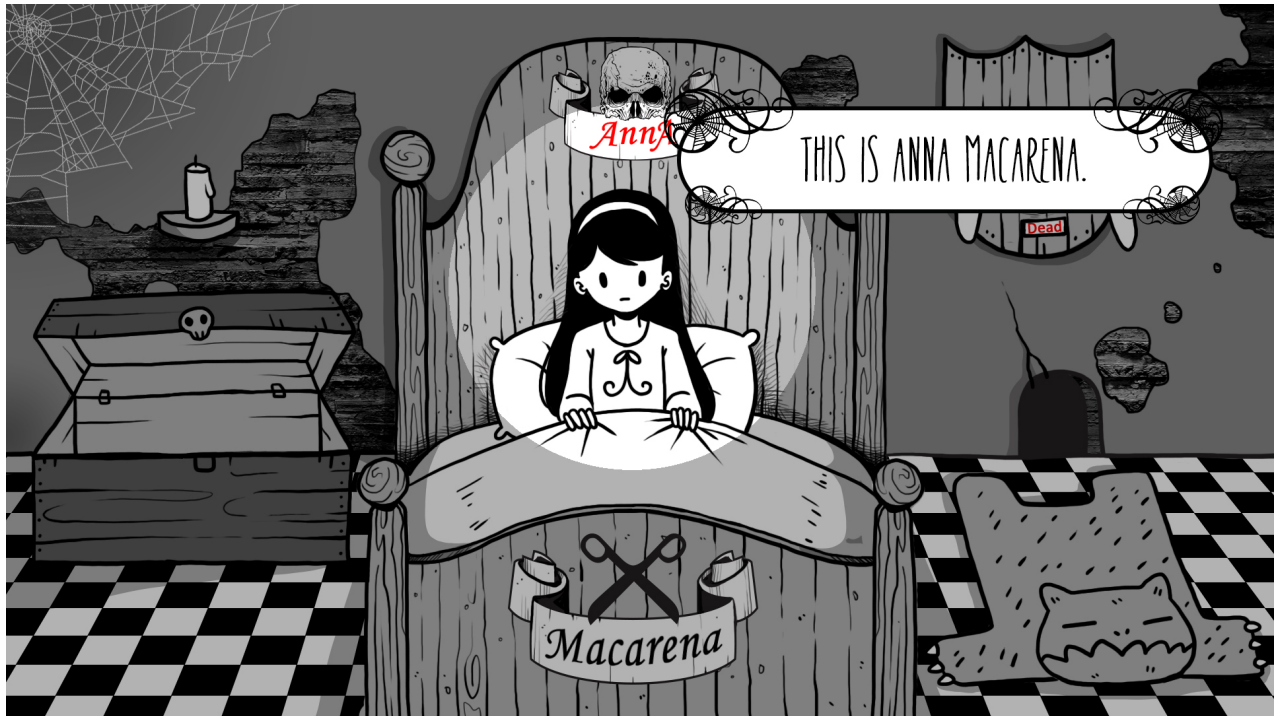


# “Life and Death of Anna Macarena”

Two page Interactive comic done using Photoshop and Flash.

- Ontological Mystery.
- Second-Person Narration
- Reader finds out more about her ordeals the more he interacts with the page
- Clue finding game incorporated in the narrative. (Reader must find the clue that takes him to the next page)
- reader can change her appearance (in this case, her clothes )





# “InTact”

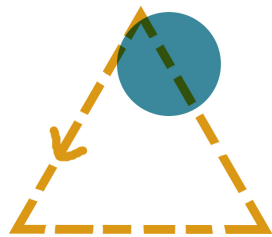
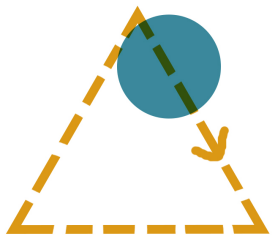
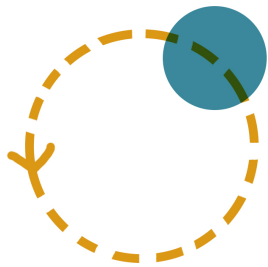
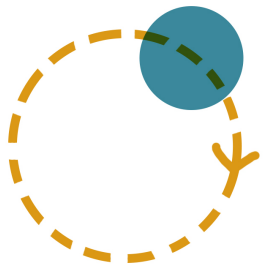
Creating Interactive Comics for Sighted as well as Blind Audience ~

- Development of a device that uses an inexpensive webcam or a camera phone to make Tactile Graphics and comic books interactive.
- A camera is mounted at a fixed height above the Tactile Graphic/ Braille comic and a finger is marked with a colored sticker. As a user explores the Tactile Graphics with their hands, the marked finger’s motion is tracked, and is used to interact with the voice system.
- Interactive comics can be used to enhance the learning experience for sighted children, for children with learning disabilities, and used to create inclusive learning environments.
- This medium can be used to make books and comic books interactive to both sighted and blind audiences.

# “InTact” How it works:

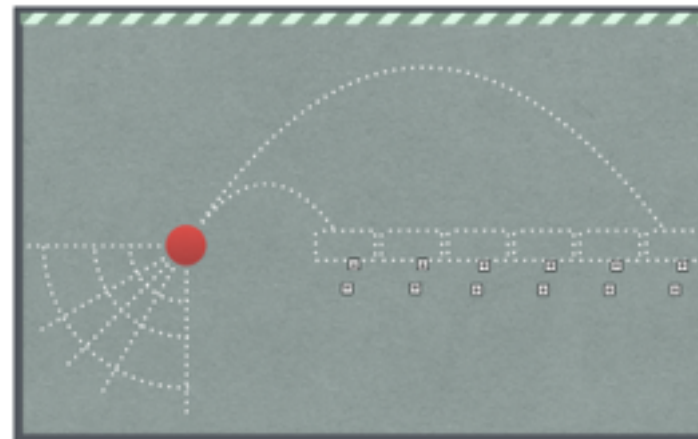
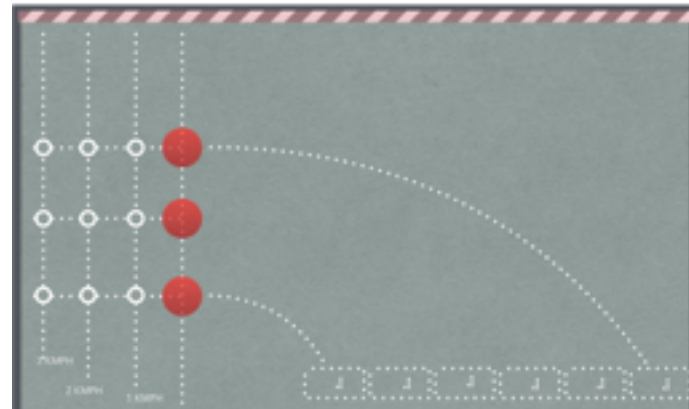
Interactive books

Blind/Sighted readers can use their (Braille) books to read, but also ask for more information about the printed material. Ex. the meaning of words they have not yet learnt, or make conversation with the illustration through gesticulation.

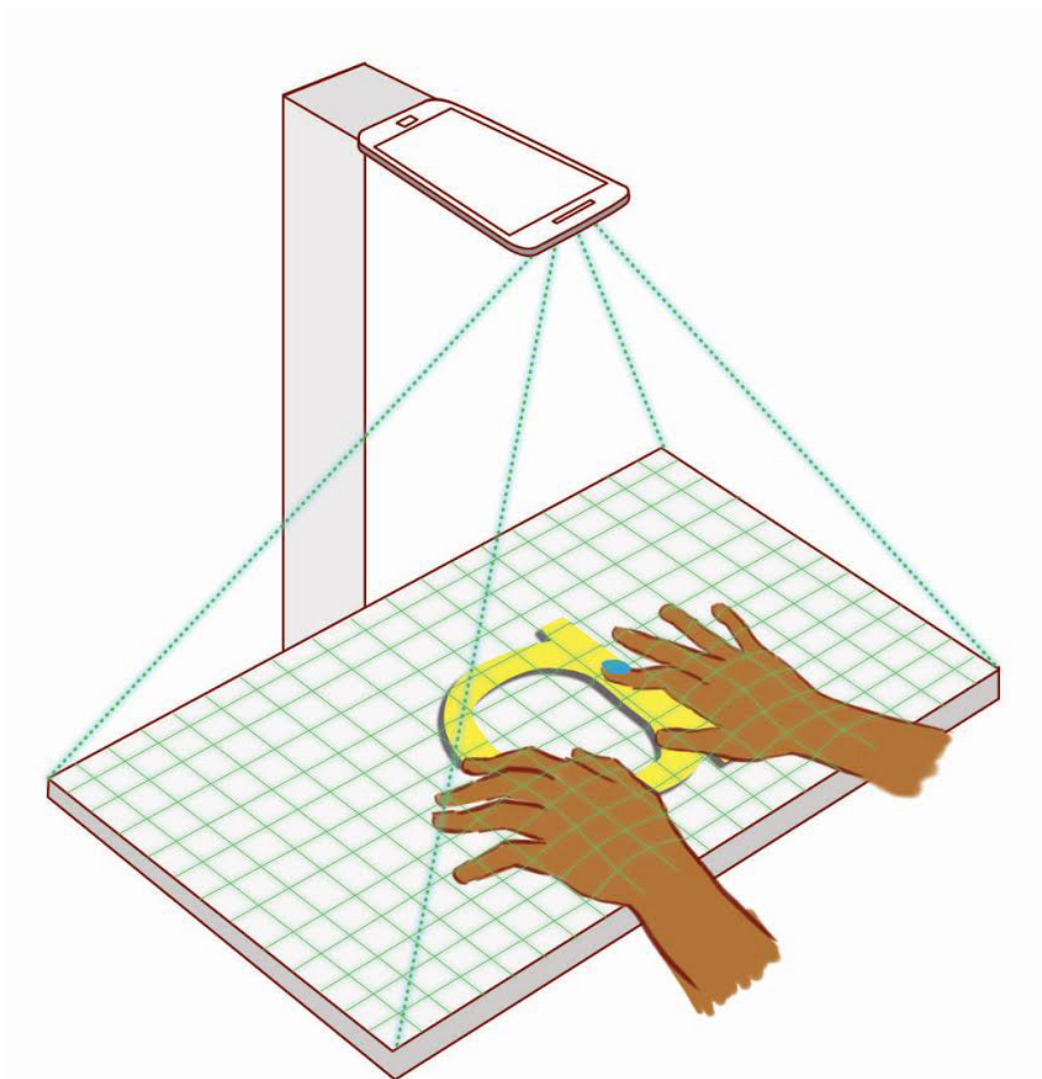


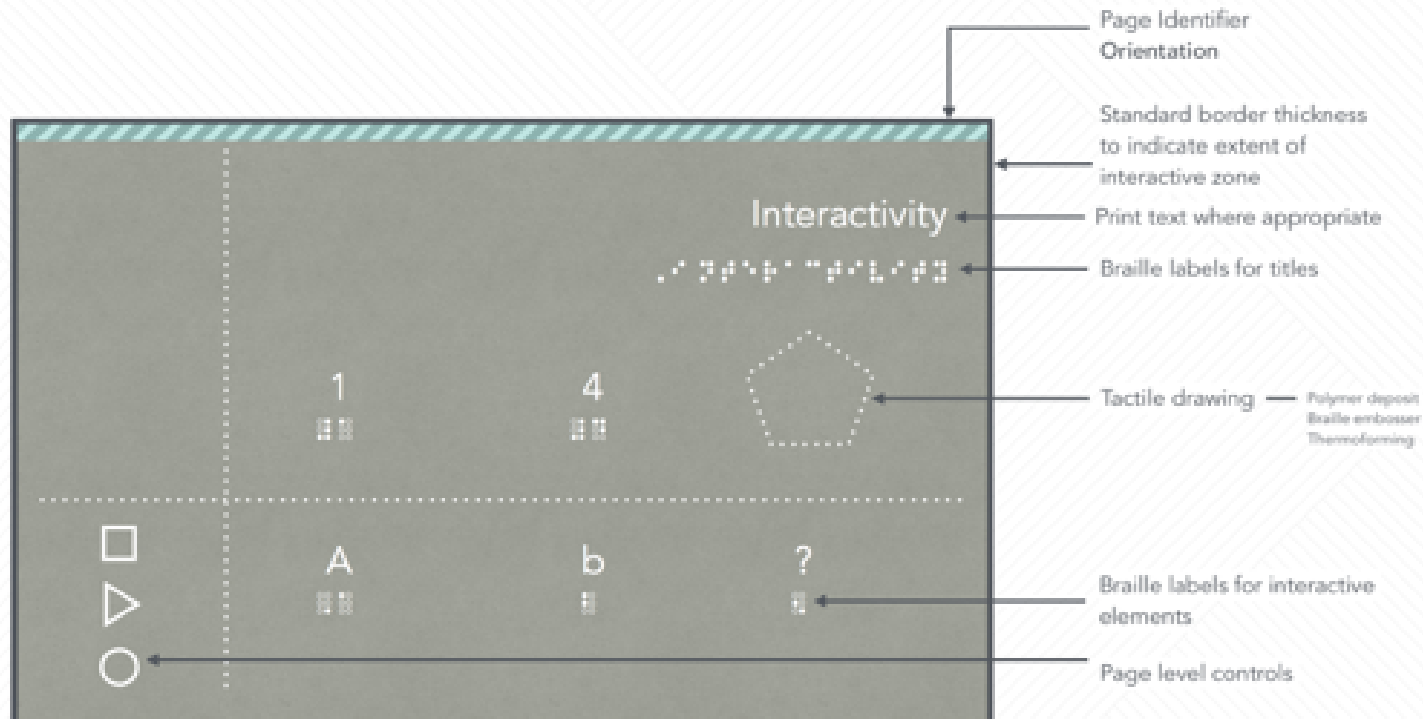
clockwise



anti clockwise



# “InTact” How it works:



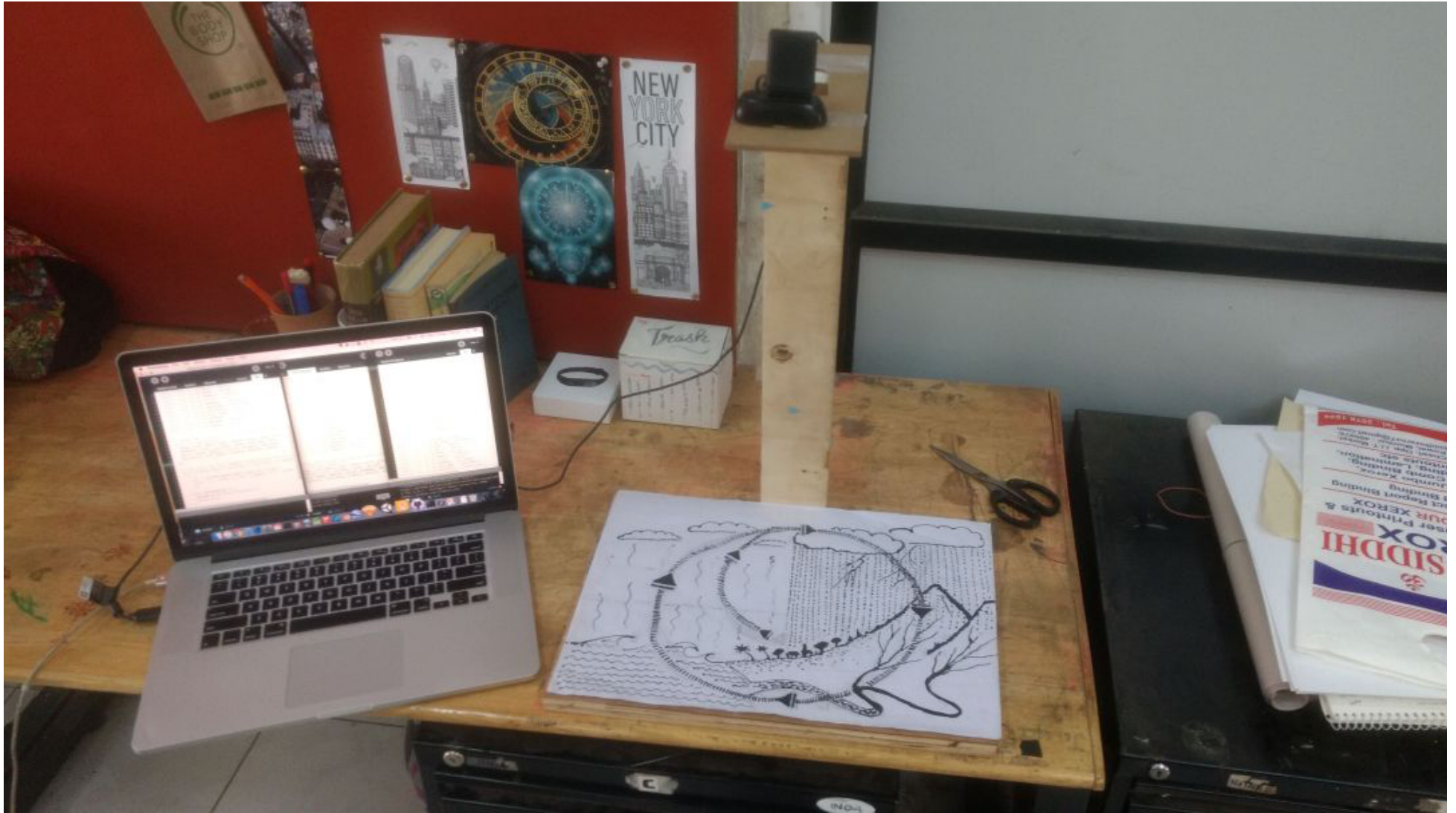


actions categories	touch	hold may be used in game interactions	circle	anti-clockwise circle	triangle	anti-clockwise triangle
unassigned space	none		home	mute all current audio	none	none
shapes 	label + ping if long description is empty or soundFX		long description or sound FX	mute all current audio	select (if selectable) + feedback ping	deselect (if selected) + feedback ping
buttons 	label		specified action + feedback ping	mute all current audio	specified action + feedback ping	none
labels 	none		home	mute all current audio	none	none

# Coding done in Processor

```
1 // the text to speech class
2 import java.io.IOException;
3
4 static class TextToSpeech extends Object {
5
6     // male voices
7     static final String ALEX = "Alex";
8     static final String BRUCE = "Bruce";
9     static final String FRED = "Fred";
10    static final String JUNIOR = "Junior";
11    static final String RALPH = "Ralph";
12
13    // female voices
14    static final String AGNES = "Agnes";
15    static final String KATHY = "Kathy";
16    static final String PRINCESS = "Princess";
17    static final String VICKI = "Vicki";
18    static final String VICTORIA = "Victoria";
19
20    // novelty voices
21    static final String ALBERT = "Albert";
22    static final String BAD_NEWS = "Bad News";
23    static final String BAHH = "Bahh";
24    static final String BELLS = "Bells";
25    static final String BOING = "Boing";
26    static final String BUBBLES = "Bubbles";
27    static final String CELLOS = "Cellos";
28    static final String DERANGED = "Deranged";
29    static final String GOOD_NEWS = "Good News";
30    static final String HYSTERICAL = "Hysterical";
31    static final String PIPE_ORGAN = "Pipe Organ";
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100
101
102
103
104
105
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143
144
145
146
147
148
149
150
151
152
153
154
155
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173
174
175
176
177
178
179
180
181
182
183
184
185
186
187
188
189
190
191
192
193
194
195
196
197
198
199
200
201
202
203
204
205
206
207
208
209
210
211
212
213
214
215
216
217
218
219
220
221
222
223
224
225
226
227
228
229
230
231
232
233
234
235
236
237
238
239
240
241
242
243
244
245
246
247
248
249
250
251
252
253
254
255
256
257
258
259
260
261
262
263
264
265
266
267
268
269
270
271
272
273
274
275
276
277
278
279
280
281
282
283
284
285
286
287
288
289
290
291
292
293
294
295
296
297
298
299
300
301
302
303
304
305
306
307
308
309
310
311
312
313
314
315
316
317
318
319
320
321
322
323
324
325
326
327
328
329
330
331
332
333
334
335
336
337
338
339
340
341
342
343
344
345
346
347
348
349
350
351
352
353
354
355
356
357
358
359
360
361
362
363
364
365
366
367
368
369
370
371
372
373
374
375
376
377
378
379
380
381
382
383
384
385
386
387
388
389
390
391
392
393
394
395
396
397
398
399
400
401
402
403
404
405
406
407
408
409
410
411
412
413
414
415
416
417
418
419
420
421
422
423
424
425
426
427
428
429
430
431
432
433
434
435
436
437
438
439
440
441
442
443
444
445
446
447
448
449
450
451
452
453
454
455
456
457
458
459
460
461
462
463
464
465
466
467
468
469
470
471
472
473
474
475
476
477
478
479
480
481
482
483
484
485
486
487
488
489
490
491
492
493
494
495
496
497
498
499
500
501
502
503
504
505
506
507
508
509
510
511
512
513
514
515
516
517
518
519
520
521
522
523
524
525
526
527
528
529
530
531
532
533
534
535
536
537
538
539
540
541
542
543
544
545
546
547
548
549
550
551
552
553
554
555
556
557
558
559
560
561
562
563
564
565
566
567
568
569
570
571
572
573
574
575
576
577
578
579
580
581
582
583
584
585
586
587
588
589
590
591
592
593
594
595
596
597
598
599
600
601
602
603
604
605
606
607
608
609
610
611
612
613
614
615
616
617
618
619
620
621
622
623
624
625
626
627
628
629
630
631
632
633
634
635
636
637
638
639
640
641
642
643
644
645
646
647
648
649
650
651
652
653
654
655
656
657
658
659
660
661
662
663
664
665
666
667
668
669
670
671
672
673
674
675
676
677
678
679
680
681
682
683
684
685
686
687
688
689
690
691
692
693
694
695
696
697
698
699
700
701
702
703
704
705
706
707
708
709
710
711
712
713
714
715
716
717
718
719
720
721
722
723
724
725
726
727
728
729
730
731
732
733
734
735
736
737
738
739
740
741
742
743
744
745
746
747
748
749
750
751
752
753
754
755
756
757
758
759
760
761
762
763
764
765
766
767
768
769
770
771
772
773
774
775
776
777
778
779
780
781
782
783
784
785
786
787
788
789
790
791
792
793
794
795
796
797
798
799
800
801
802
803
804
805
806
807
808
809
810
811
812
813
814
815
816
817
818
819
820
821
822
823
824
825
826
827
828
829
830
831
832
833
834
835
836
837
838
839
840
841
842
843
844
845
846
847
848
849
850
851
852
853
854
855
856
857
858
859
860
861
862
863
864
865
866
867
868
869
870
871
872
873
874
875
876
877
878
879
880
881
882
883
884
885
886
887
888
889
890
891
892
893
894
895
896
897
898
899
900
901
902
903
904
905
906
907
908
909
910
911
912
913
914
915
916
917
918
919
920
921
922
923
924
925
926
927
928
929
930
931
932
933
934
935
936
937
938
939
940
941
942
943
944
945
946
947
948
949
950
951
952
953
954
955
956
957
958
959
960
961
962
963
964
965
966
967
968
969
970
971
972
973
974
975
976
977
978
979
980
981
982
983
984
985
986
987
988
989
990
991
992
993
994
995
996
997
998
999
1000
```

Contribution by:  
Chandni Rajendran  
(Senior UE)  
Dixa Barooah (senior AD)  
Devanshi Saksena  
(senior PD)  
Raagul M. (Junior GD)



**Thank You**