

# Chapter 16

## Eleven Eleven VR: Virtual Reality, Digital Narrative, and Interaction

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### ABSTRACT

*Stories and events that are not worth telling or do not have access to the necessary media cannot even get lost from the dusty pages of history because they cannot enter those pages at all. Historical records became the books with the invention of the printing press, and in time, the term “dusty pages” was used as the approach made on these books. Nowadays, these dusty pages are replaced by obsolete codes or graphics. Today, the narrative and the story, which has become completely digital, have different means of expression. “Virtual reality” narratives, which is one of the new generation tools used by digital storytelling, have become more common. The virtual reality content that transforms the codes and forms of the traditional narrative with its own means and approach brings the narrator to an interactive dimension by positioning the viewer/listener as “user” in this context. Thus, in this study, through the example of “Eleven Eleven VR” game, a hermeneutic approach to virtual reality technology as a digital storytelling tool, will be performed.*

### INTRODUCTION

According to some approaches, the source of our experience in the world today is increasingly composed of media and graphic interfaces such as television and computers. This world is not only visual, but also surprisingly three-dimensional. From global live broadcast video to hyperspace research, we are actually asked to combine vision and memory mechanisms to discover meaning in a three-dimensional world (Emme, 1996).

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With the importance attributed to visual communication, the phenomenon of visual impact has gained great importance in our age. In the new media era, the importance attributed to visuality has been due to the impact of innovation and diversity in communication technologies. Visual communication which is ensured through diagrams, sketches, charts, photos, video and animation is the basis for the process of discovering and disseminating information today. The most effective visualizations utilize the human facility to process visual information, thus improving comprehension, memory and inference. Visual impact is targeted in many areas from marketing a product to public relations activities, even propaganda, and visual design is essential in creating the desired effect. There are certain principles of visual communication design, and design principles are designed for the viewer to perceive the basic information and to convey the visual to cognition (Agrawala et al., 2011: 60). Creating a design theory is about creating your own community; this triggers the formation of a social network that questions and illuminates every day (Armstrong, 2009).

In the past, communication technologies aimed to provide visual impact through video and photography, while in the digital age, the impact on the masses was achieved through graphic design. For example, “Virtual Reality” technology is rapidly developing and shaped according to the content. Subscribing to online blogs and discussions seems to be a necessity in order to stay up to date in the present age (Alger, 2015). New media literacy, which is the basis of all this, has become a great need today. Creativity is of great importance in an effective visual design. According to some, creativity is very important to solve problems in the workplace. Natural environment and daily life nurture creativity (Rule et al., 2016). Design and visual communication is an area where e-learning environment attaches great importance today. (Kirsh, 2005). So much so that effective and successful visuals have become a very helpful tool in e-learning models.

In the age of new media and interaction, virtual reality-themed games and contents also (include diorama) are used as interactive digital narrative tools. Thus in this study, virtual reality technology and produced content will be examined as a new digital storytelling tool. The sample of the study is a virtual reality themed digital game called Eleven Eleven VR. In this study, the role of virtual reality based on interaction in digital storytelling will be evaluated through this game. The method of the study was determined as hermeneutic approach. Hermeneutics approach is interpretive and focuses on understanding by interpreting the text (Ravitch, 2000).

## **DIGITAL STORYTELLING**

During the history of the world of more than four billion years, numerous and different life forms have existed. These life forms, which can sometimes be simple and single-celled and sometimes more complex and capable, have somehow disappeared over time or evolved into different species. The human being, who has existed on Earth for a very short time compared to the entire history of the universe, has a fundamental characteristic that is distinguished from all living beings up until today: *consciousness* and *complex thinking* ability. As Harari reported (2015), the homo sapiens species, which can evaluate events in a cause-and-effect relation and make assessments through “gossip” as Harari puts it (2015), have laid the foundations for their civilization that exists today. It is a known fact that a deer informs its herd about the lion attack, but in the evening they do not evaluate the chases during the day. The main feature that separates mankind from other living things lies here. The difference is that the human evaluates the events of the day and the previous days and creates his memory by connecting and sharing

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