«A window into the past»
an immersive interactive experience
at the St. George's Castle

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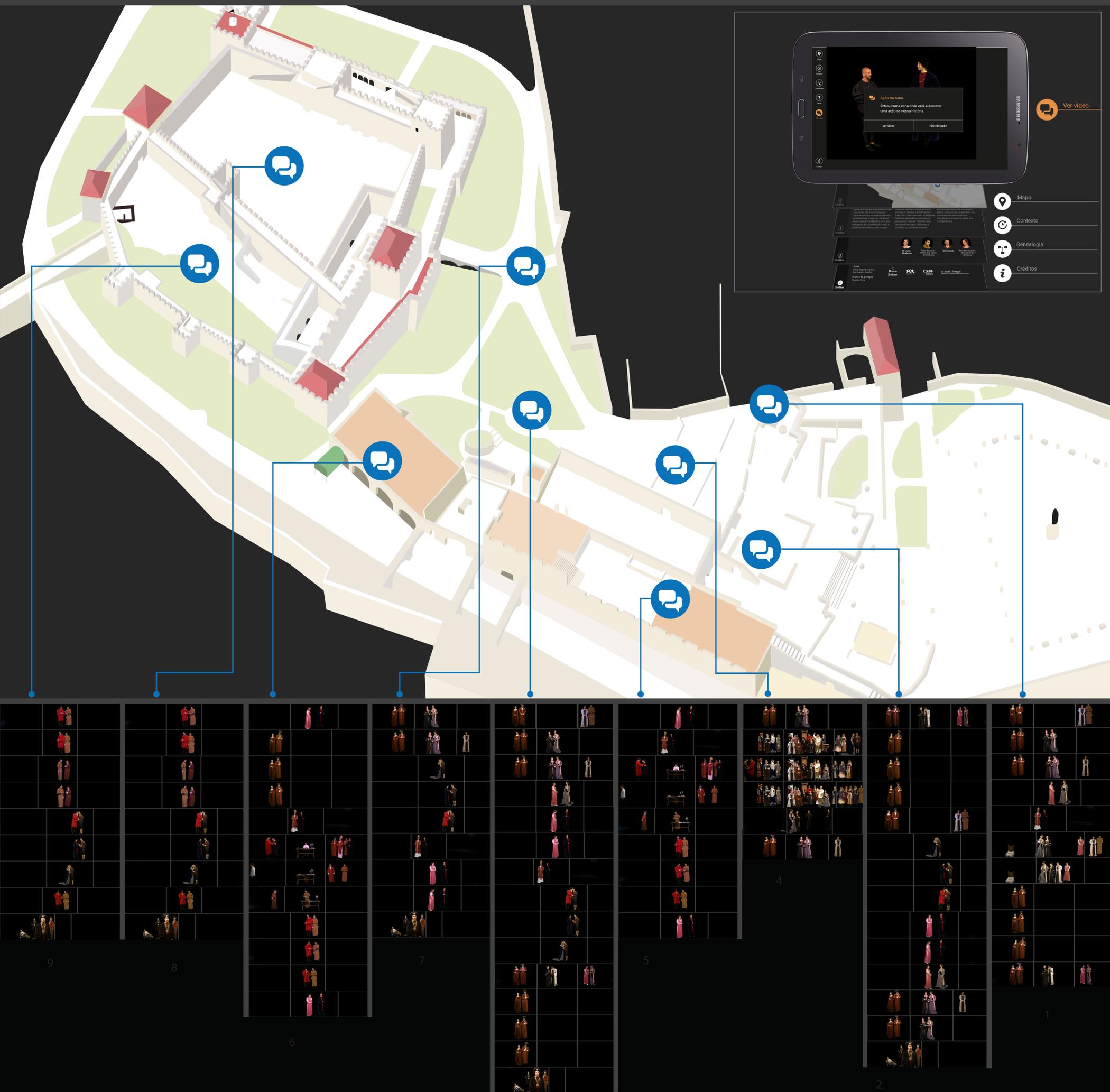Lisbon, Portugal

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Abstract

The purpose of this project is to create interactive multi-linear narratives whilst exploring the Castle of São Jorge in Lisbon. The final perception of the story depends on the trajectory of each of the users and how they choose to discover the Castle itself. Several versions of each micro-narrative were recorded, accommodating for all possible trajectories and pathways that users can take. Video contents from specific points of the Castle will be displayed automatically whenever the user enters into certain predefined GPS locations, inadvertently creating their own narrative sequences. Not asking users to take explicit decisions regarding their own 'narrative paths', we can avoid breaks in the audio-visual immersion experience.