

### OUTLINE

Introduction to PBNs

**Common Applications** 

**Social Applications** 

**Environmental Applications** 

Social/Environmental Concerns



# DEFINITION

Narratives that are experienced while the reader's physical environment is intrinsically related to the story being told.

"Space is not a flat surface across which we walk... you're not traveling across a dead flat surface that is space: you're cutting across a myriad of stories going on."

— Doreen Massey



## MOTIVATION

- Improve Engagement and Immersion
- Participation > Observation
- Enhance the narrative's efficacy
  - Pedagogical
  - Rhetorical

Recreational



#### RELATED FIELDS



Narratology and Ludology

Study of narrative and games respectively



History



**Educational and Rhetorical Theory** 

Information vs. Persuasion

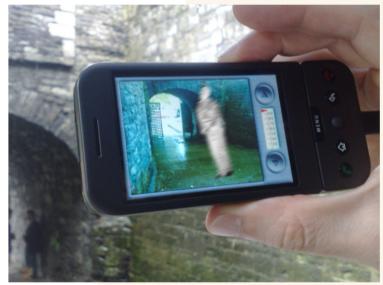


**Human Geography** 

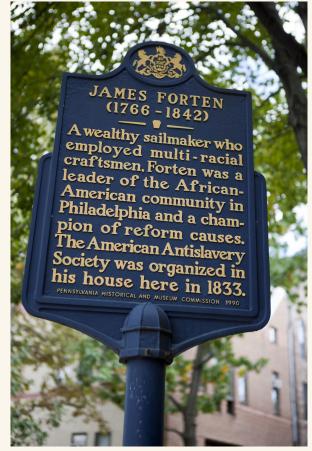
Study of communities, cultures, and other aspects of society across space

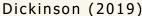
# COMMON IMPLEMENTATIONS

- Signposts/Kiosks
- Human/Audio Tour Guides
- Cell phones/PDAs



Naliuka (2010)







#### **Tour Guides**

Interactive Fiction

Games

Education

Perspective/Awareness Building

# COMMON APPLICATION TYPES

# SOCIAL APPLICATIONS

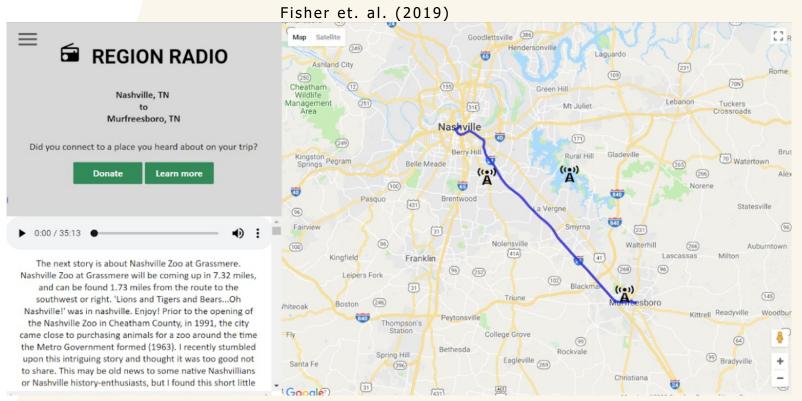


Maharawal and McElroy (2018)

- Countermapping
- Community-building and Place Attachment
- Exposure to other cultures and communities



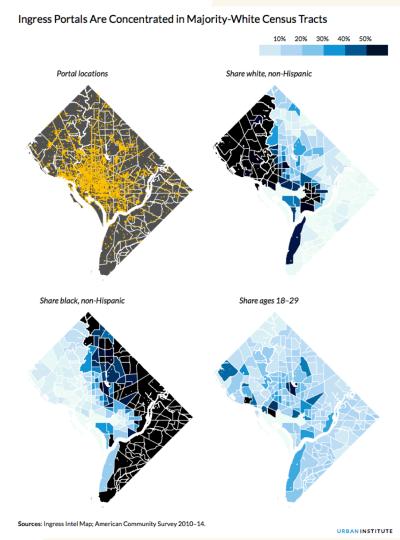
# ENVIRONMENTAL APPLICATIONS



- Charitable Contributions
- Building Human-Environment Relationship (Russell 2020)
- Citizen Scientists (Dorward 2016)



# CONCERNS



- Accessibility
  - Racial, Gender, and Economic Inequity
  - Mobility Issues and other handicaps
- Potential for harm
  - Eco-tourism
  - Canonization of narrative in competition (Palmer 2011)
  - Disassociation (Dorward 2016)



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