

# TABLE OF CONTENTS

## List of Figures

ix

## PART I

### Narrative and Site-Specific Authorship

1

- 1 Site-Specificity, Pervasive Computing, and the Reading Interface  
*Jason Farman*

3

- 2 The Interrelationships of Mobile Storytelling: Merging the Physical and the Digital at a National Historic Site  
*Brett Oppegaard and Dene Grigar*

17

- 3 Re-Narrating the City Through the Presentation of Location  
*Adriana de Souza e Silva and Jordan Frith*

34

## PART II

### Design and Practice

51

- 4 The Affordances and Constraints of Mobile Locative Narratives  
*Jeff Ritchie*

53

- 5 Location Is Not Compelling (Until It Is Haunted)  
*Mark Sample*

68

- 6 Dancing with Twitter: Mobile Narratives Become Physical Scores 79  
*Susan Kozel with Mia Keinänen and Leena Rouhiainen*

- 7 Walking-Talking: Soundscapes, *Flâneurs*, and the Creation of Mobile Media Narratives 95  
*John F. Barber*

**PART III**

**Space and Mapping 111**

- 8 Locative Media in the City: Drawing Maps and Telling Stories 113  
*Didem Ozkul and David Gauntlett*

- 9 Paths of Movement: Negotiating Spatial Narratives through GPS Tracking 128  
*Lone Koefoed Hansen*

- 10 On Common Ground: Here as There 143  
*Paula Levine*

**PART IV**

**Mobile Games 159**

- 11 The Geocacher as Placemaker: Remapping Reality through Location-Based Mobile Gameplay 161  
*Ben S. Bunting, Jr.*

- 12 Proximity and Alienation: Narratives of City, Self, and Other in the Locative Games of Blast Theory 175  
*Rowan Wilken*

- 13 Playing Stories on the Worldboard: How Game-Based Storytelling Changes in the World of Mobile Connectivity 192  
*Bryan Alexander*

- 14 "I Heard It Faintly Whispering": Mobile Technology and Nonlocative Transmedia Practices 205  
*Marc Ruppel*

<b>PART V</b>		
<b>Narrative Interfaces</b>		<b>221</b>
15	Narrative Fiction and Mobile Media after the Text-Message Novel <i>Gerard Goggin and Caroline Hamilton</i>	223
16	Stories of the Mobile: Women, Micro-Narratives, and Mobile Novels in Japan <i>Larissa Hjorth</i>	238
17	Telling Their Stories through iPad Art: Narratives of Adults with Intellectual Disabilities <i>Jennifer Chatsick, Rhonda McEwen, and Anne Zbitnew</i>	249
<b>PART VI</b>		
<b>Memory, History, and Community</b>		<b>261</b>
18	Mobile Media after 9/11: The September 11 Memorial & Museum App <i>Alberto S. Galindo</i>	263
19	Enhancing Museum Narratives: Tales of Things and UCL's Grant Museum <i>Claire Ross, Mark Carnall, Andrew Hudson-Smith, Claire Warwick, Melissa Terras, and Steven Gray</i>	276
20	Mobilizing Cities: Alternative Community Storytelling <i>Mark C. Marino</i>	290
	<i>Acknowledgments</i>	305
	<i>Contributors</i>	307
	<i>Index</i>	315