

hauntology



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Digital Writer: Tim Wright

hauntology.net
timwright.typepad.com
[flickr.com/photos/tags/hauntology](https://www.flickr.com/photos/tags/hauntology)

“One haunted story” is a ghost story. A picture frame, containing an old photograph of a young military man, lies on a small chest of draws. The objects are ‘brought to life’ when you touch and interact with them, triggering and generating an interactive audio narrative.

leave your digital imprint in the analogue world

Don the headpiece to experience the story

Start the narrative by **picking up the picture frame**

Feel the man’s image in your hands; **listen** to the sounds haunting these objects;

touch old things from a time that has gone

Explore the chest and **find the casket**

Open the casket and leave your own haunted story

Press the red button to **record your voice**
hauntology will record when the red light comes on

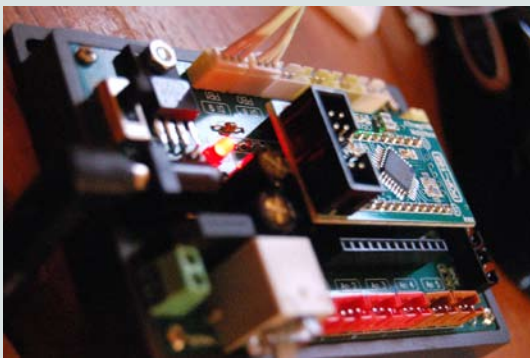
Press the red button again to stop the recording

You have haunted these objects with an imprint of you... here... now...

what would you like to keep in the box?

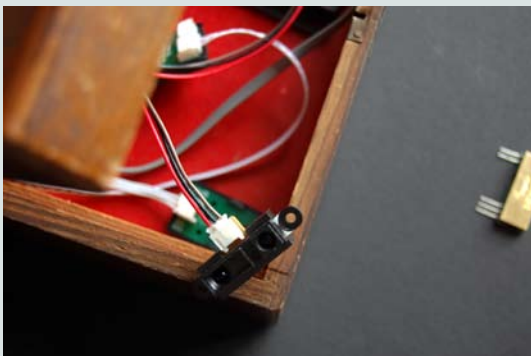
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These objects are the proof-of-concept stage of an interactive narrative installation which will appear grow and evolve in exhibitions at Bournemouth Media School in June and the KUBE gallery in Poole in October.



The project, “Hauntology”, is a way of exploring interactive stories in novel ways, ‘haunting’ old objects of the analogue world with digital sounds and images. I combine everyday things – furniture, knick-knacks, antiques – with sensors and microchips, and am able to take the movements and actions of people in spaces and the way they interact with objects to generate digital interactive narratives. How can we in-

teract with pervasive computing in new ways other than consoles and keyboards? What is the aesthetic experience of combining old, lived-in objects and bric-a-brac with the paraphernalia of microcontrollers and electronics? How can people literally enter into and participate in narrative experiences in embodied ways? How can computed stories be absorbing rather than alienating?



This haunted story uses infra-red sensors and digital switches, analogue measurements and generative algorithms, to create a unique audio experience for every user. **Tim Wright**, digital writer, wrote the dramatic monologue which is shaped by your actions. When you leave your voice behind, you haunt the piece with your take on the story, your breathe, your fingerprint, the air you have moved, the sounds you have made.

what would you like to keep in the box?