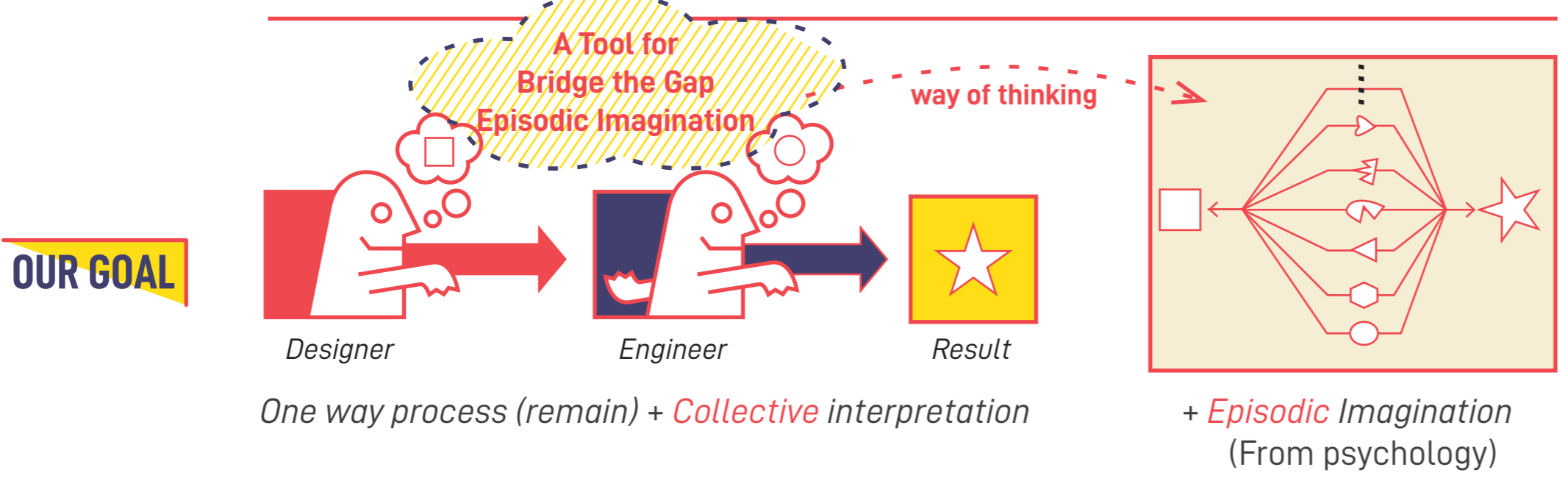
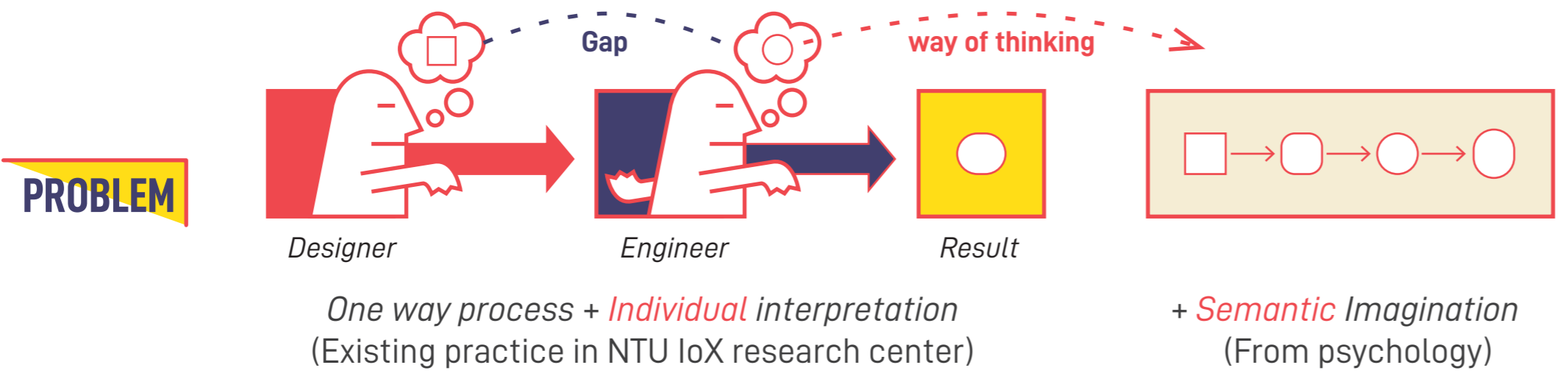


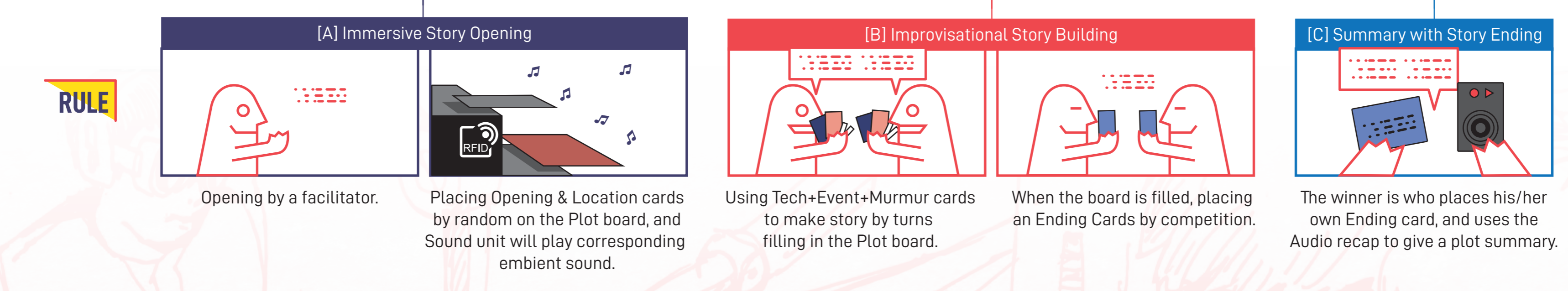
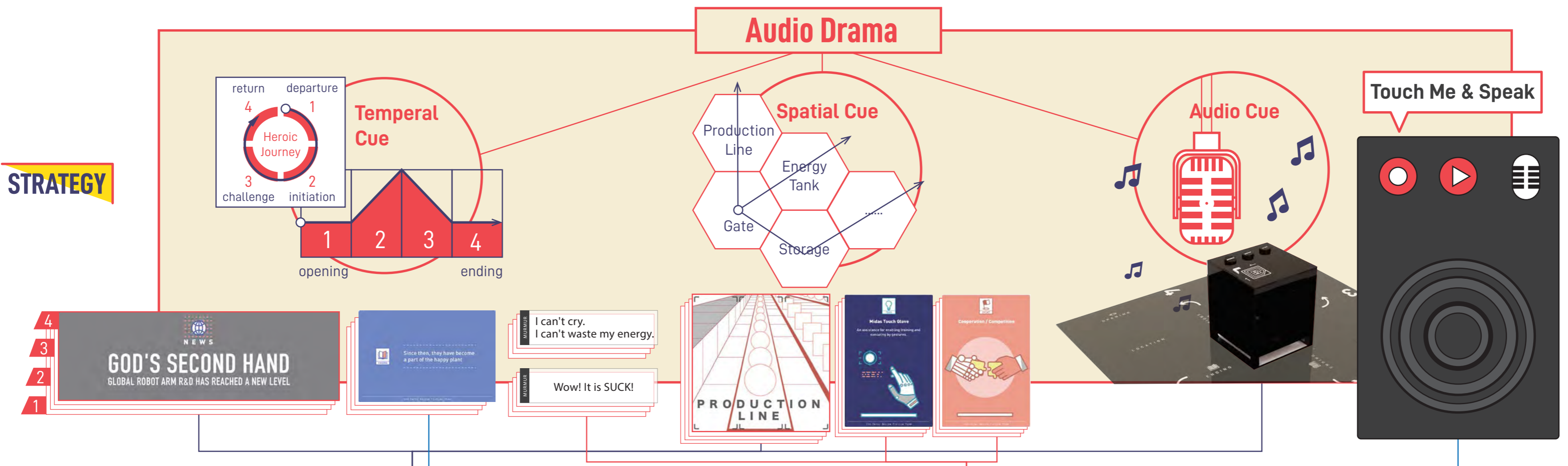


ONCE UPON A FUTURE

AN AUDIO DRAMA GAME FOR EPISODIC IMAGINATION



Envisioning the future in a multidisciplinary collaboration continues to a challenge. This paper presents a tool for engineers and designers to envision applications of emerging technologies. Drawing on the "suspension of disbelief" in audio drama and episodic memory theory about creativity, we build a four-act board game for creative narration. Participants are guided to enact future application scenarios by using playing cards along with theme music and sound effects. To test the tool, we conducted three workshops to discuss the distinct advantages and challenges of this approach.



ADVANTAGES

- Audio Provoked Enthusiasm to Perform**
 Participants mimicked news anchors to read opening description while playing news soundtrack (Opening cards)
- Audio Enriched Details of Imaginative Space**
 Especially, participants found a serendipitous and sarcastic combination between Fire Alarms (Opening Card) and relaxing ambient sound from Leisure Room (Location Card).
- Narrative Components Thickened Episodic Details**
 One participant used the murmur, "I can't cry. I can't waste my energy." to represent a drone (W3).
- Delicate Balance on Story Co-creation**
 Participants had less storytelling burden with four plot structures. Turn-taking rules enabled participants to have an equal voice during the story building.

CHALLENGES

- Burden of Summarization**
 Players felt burdened when summarizing an act by an Ending Card, due to the difficulty of integrating fragmentary story units into a meaningful narration.
- Facilitator's Dilemma**
 A well-prepared facilitator was crucial to a successful narration, because too much intervention from the facilitator on the causality or narration might limit participants' creativity and imagination.