Moving Images - Static Spaces: Architectures, Art, Media, Film, Digital Art and Design

• Paper / Proposal Title:
Landscapes, Interaction Models and Narrative in Virtual Reality

• Author(s) Name:
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• University or Company Affiliation:
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• Presentation Method. I would like to:
i. present in person (with/without a written paper)
ii. present via pre-recorded film (with/without a written paper)

To present in person is preferred however dependent on internal funding approval.

• Abstract (300 words):
This paper will present a case study on how different user models of interaction shape narrative experiences in virtual reality landscape environments. The three models that will be explored are guided experiences, embodied task interaction, and companion based virtual reality interactions.

• Author(s) Biography (200 words each):
Profile: www.slavica.ca

Slavica Ceperkovic is an artist, educator and creative strategist who creates unique, user-focused, digital experiences across multiple platforms. Slavica has exhibited her work and has lectured on new media and contemporary issues in
Europe, Canada, United States, South America, Asia and United Arab Emirates. Slavica Ceperkovic holds a BFA in New Media Studies from Ryerson University, Diplome (MFA) from Le Fresnoy, Studio National des Arts Contemporains and a Masters of Design in Strategic Foresight and Innovation from OCAD University. She is currently a PhD candidate at York University in Cinema and Media Studies. Slavica Ceperkovic currently resides in Toronto, Canada and is currently a full-time professor at Seneca College in the School of Media.