



# The many balls of sports

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- [AS](#)
- [Captain Planet](#)

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- [Digital Linking and plagiarism](#)
- [Plagiarism/Digital Linking/Citation](#)
- [Its funny cause hes fat](#)
- [Sports](#)
- [Weekly Blogging Assignment - Why I so dislike blog...](#)
- [Multimodal Assignment - Poker In Olympics](#)
- [Multimodal Afghanistan Assignmenet- Argument](#)



MONDAY, OCTOBER 11, 2004

## HyperFiction

**Hyperfiction-** *"...a new art form that while not necessarily made possible by the computer was certainly made feasible by it. Its creators make use of hypertext-of which the Web is only one widespread albeit limited incarnation-to create fiction with many features uncharacteristic of print fiction: multiple paths through the same text; multiple endings (and beginnings); questions posed to the reader which, once answered, influence what the reader will read; audiovisual attachments; navigable maps; and so on and so on."*

-*Binx Bolling, in [Walker Percy's The Moviegoer](#)*

**Second Life**, is one of the most popular recent bases of an advanced hyperfiction community. Second life is a internet-based program that allows you to communicate with the rest of the world through in a completely dynamic fashion. You can create your own character representation of yourself, and you can do so in any way that you wish. You can give yourself a new name, a new face, body, personality; a new outlook on life. You interact with Second Life members via your new digitally composed figure and your world is whatever you wish to make of it. You can do anything that you'd do in real life, and anything else that you couldn't do in real life. Many people enjoy second life for all of these reasons and consider it an opportunity to take a break from reality.

**The Case Collection**, is an example of a variation of hyperfiction. The Case Collection is an archive of over 600 writings, personal effects, and natural history artifacts relating to the life and trail of Sir Francis Case. The collection is organized in eight major divisions: natural history specimens, letters and correspondences, maps and interfaces, films and photographs, literature, diaries, and press.

The actual website consists of a series of digital objects that related to Sir Francis Case. Viewers can click on an object and take in the text and gloss that each object possesses. Viewers can also comment about the different things of the collection and make connections between the objects according to regulations in time. The collection is a basically a narrative engine, which supersedes the usual forms of presenting information.

Compared with other forms of Hyperfiction, I found The Case Collection to be relatively dull. It's not as hands on as other hyperfiction sites and is basically just a jazzed up encyclopedia of a few historic events. The graphics and organization of the site are pleasing and it is, for the most part, very easy to follow and indulge in.

Digital Nature: the Case Collection, ver. 2.0 is a 2002 commission of New Radio and Performing Arts, Inc., for its [Turbulence website](#). Thanks to Helen Thorington

\* Sir Francis Case and all artifacts in this collections are works of fiction inspired by historical materials. Source materials for the three films in this collection were drawn from Theodore Roosevelt in Africa [1909] / [Production company unknown]. All other objects in the collection were created exclusively by the artist, Tal Halpern. copyright 2002.

## Other Hyperfiction

I also skimmed through a couple other hyperfiction sites. 3D Music @ <http://www.braunarts.com/3dmusic/> is a program that allows you to rome through 3D worlds in a video game type of fashion. You can collect different objects and play in various rooms. It's a very abstract dipiction of music and the hyperfiction world. Other sites, such as The Streaming Media Trail @ <http://www.well.com/user/jmalloy/gunterandgwen/> are simply quaintly arranged websites that allow you to view a story or series of events in an organized manner.

**To Conclude...**Hyperfiction is really a neat tool available to us. Many hyperfiction websites simply provide the opportunity to spice up information or a historical story of some sort. Other forms of Hyperficion allow us to play mysterious and interactive video games via the web. I'll admit that I am by no means a hyperfiction expert, but I would definatly like to learn more about it and partake in some more sample hyperfiction inventions.

posted by Captain Planet @ [4:15 PM](#)



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### 2 Comments:

 **AS** said...

I thought that your summary of the Case site was very accurate a provided some good detail. I also liked the documentation and hyperlinks to the sites that you were talking about. Keep up the good work captain.

[October 11, 2004 5:54 PM](#)

 **Steve** said...

I looked at the 3d Music a bit. I just couldn't get into it. For one, I'm not a huge video game fan. Secondly, when something doesn't happen to run so well on my laptop, it disheartens me just a little bit. I experienced too much lagging on my system. That pretty much killed it for me as well.

[October 12, 2004 9:35 PM](#)

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