

Digital narratives at the BBC

An investigation by a Media & Arts Technology researcher at Queen Mary, University of London



Home

Stories

Characters

Places

Things

The Doctor Who Mythology Engine

Explore the worlds of drama.

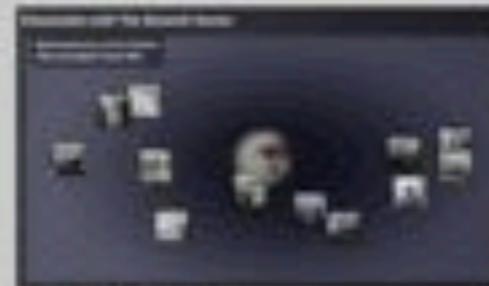
- Catch-up with your favourite storylines
- Discover new stories and characters
- Watch and share dramatic events

Stories are what you enjoy; they might be one or more episodes, the history of an individual character or a series of related moments. The Mythology Engine allows you to experience stories quickly and concisely by selecting the most significant events that make up each storyline.

It's up to you how you use the Mythology Engine. You could start by clicking on the tabs at the top of the page and select a Story, a Character, a Place or a Thing. See where your curiosity takes you...



Timelines Get the overview of each story from the interactive timelines.



Relationship maps See how characters and places are connected.



Video archive See who was there and their involvement.

1 Motivation

It all started when Paul Rissen came to Queen Mary and showed us the Mythology Engine prototype.

Explore another BBC Drama



How stories are broken down

Explore a storyline with the interactive timelines. Click on the individual events to watch the video as it happened on screen. We show you who was there and how they were involved, where it happened and how it related to other events.



toby

Toby's Blog

My Writing



Introduction to the concept of... (text is blurry)

My Video



My Art



Latest Story Posts

- 1. [Title]
- 2. [Title]
- 3. [Title]
- 4. [Title]
- 5. [Title]
- 6. [Title]
- 7. [Title]
- 8. [Title]
- 9. [Title]
- 10. [Title]
- 11. [Title]
- 12. [Title]
- 13. [Title]
- 14. [Title]
- 15. [Title]
- 16. [Title]
- 17. [Title]
- 18. [Title]
- 19. [Title]
- 20. [Title]



About me: Toby Harris

An audio-visual producer & performer, interactive coder, now PhD Student

toby

Toby's Blog

My Writing



Introduction to the course... (The text is mostly illegible due to blurring)

My Video



My Art



Latest Story Posts

- 1. Introduction to the course...
- 2. Introduction to the course...
- 3. Introduction to the course...
- 4. Introduction to the course...
- 5. Introduction to the course...
- 6. Introduction to the course...
- 7. Introduction to the course...
- 8. Introduction to the course...
- 9. Introduction to the course...
- 10. Introduction to the course...



About me: Toby Harris

Fascinated by possibilities of updating the oral storytelling tradition to a world of interactive digital media

The 'toby' logo, written in a lowercase, cursive, handwritten-style font.

toby

toby's thing

no t-shirt



Latest Story Posts

- 1. Toby's thing
- 2. ...
- 3. ...
- 4. ...
- 5. ...
- 6. ...
- 7. ...
- 8. ...
- 9. ...
- 10. ...

no t-shirt



no t-shirt



vimeo

Vimeo Staff Picks



Video player interface for 'Live Cinema Documentary' with a dark background and white text. The video is paused, and the player controls are visible at the bottom.

Vimeo Staff Picks

1,482 videos / 11,394 subscribers

We are the Staff. These are the videos we like the best. Check us out!

Twitter Facebook

Video thumbnail for 'Live Cinema Documentary' with a red play button.

Video player controls and navigation buttons.

Video player controls and navigation buttons.

A video player showing a person wearing a white hat and a blue shirt, looking towards the right. In the background, a sign reads 'Leben am ... andern?'. The video is paused.

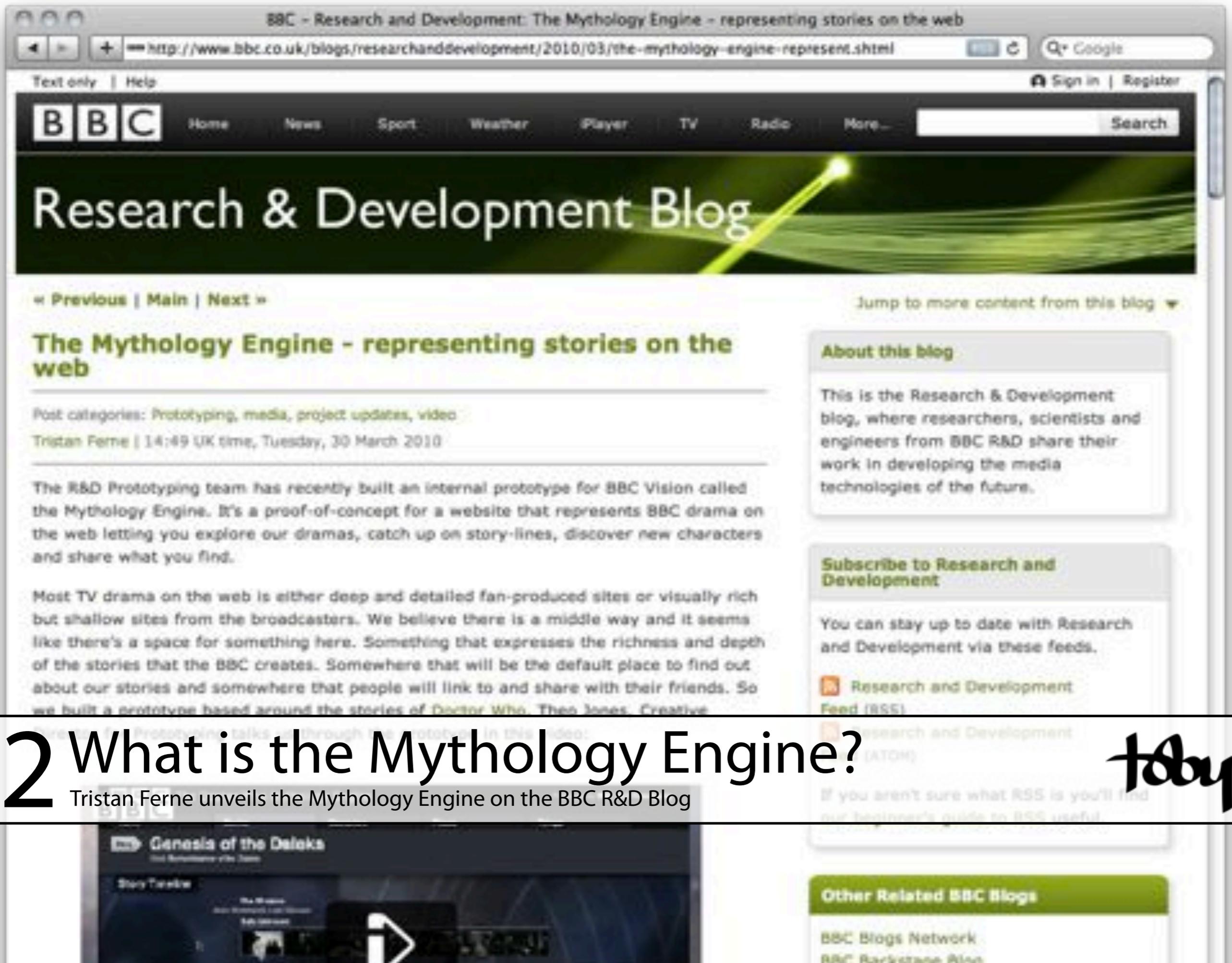
A logo featuring a stylized white starburst or flower-like shape on a dark background. Below the logo is the text 'Leben am ... andern?'.

- 1. ...
- 2. ...
- 3. ...
- 4. ...
- 5. ...

Toby ❤️ Mythology Engine

...it could be the gateway to that digital media storytelling world

toby



2 What is the Mythology Engine?

Tristan Ferne unveils the Mythology Engine on the BBC R&D Blog

to by

The R&D Prototyping team has recently created an internal prototype for BBC Vision called the Mythology Engine. It's a **proof-of-concept** for a website that represents BBC drama on the web letting you explore our dramas, catch up on story-lines, discover new characters and share what you find. Most TV drama on the web is either deep and detailed fan-produced sites or visually rich but shallow sites from the broadcasters. We believe there is a middle way and it seems like there's a space for something that expresses the richness and

What is the Mythology Engine?

<http://www.bbc.co.uk/blogs/researchanddevelopment/2010/03/the-mythology-engine-represent.shtml>

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to by

Research & Development Blog

« Previous | Main | Next »

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The Mythology Engine - representing stories on the web

Post categories: Prototyping, media, project updates, video

Tristan Ferne | 14:49 UK time, Tuesday, 30 March 2010

The R&D Prototyping team has recently built an internal prototype for BBC Vision called the Mythology Engine. It's a proof-of-concept for a website that represents BBC drama on the web letting you explore our dramas, catch up on story-lines, discover new characters and share what you find.

Most TV drama on the web is either deep and detailed fan-produced sites or visually rich but shallow sites from the broadcasters. We believe there is a middle way and it seems like there's a space for something here. Something that expresses the richness and depth of the stories that the BBC creates. Somewhere that will be the default place to find out about our stories and somewhere that people will link to and share with their friends. So we built a prototype based around the stories of Doctor Who, The James, Creative

Tristan Ferne talks us through the prototype in this video:

«Play Video»

<http://www.bbc.co.uk/blogs/researchanddevelopment/2010/03/the-mythology-engine-represent.shtml>

About this blog

This is the Research & Development blog, where researchers, scientists and engineers from BBC R&D share their work in developing the media technologies of the future.

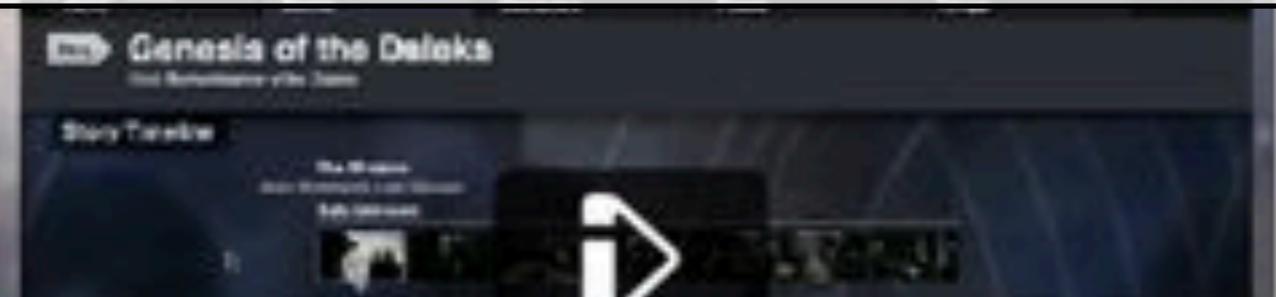
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Paul
BBC

Michael
Goldsmiths

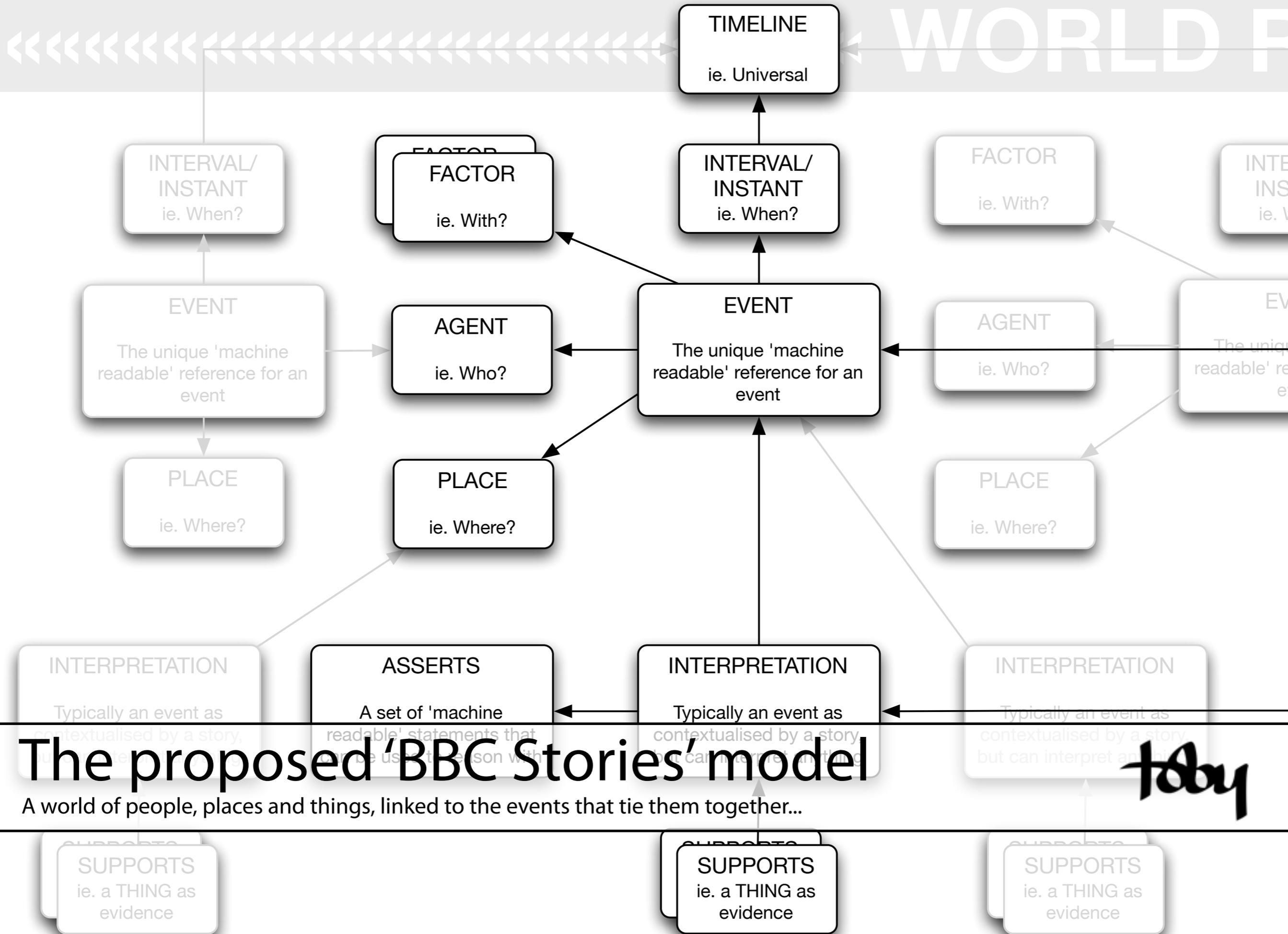
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Queen Mary



3 Research work: 'BBC Stories'

The Mythology Engine was largely faked behind the scenes. We've looked into the modelling properly.

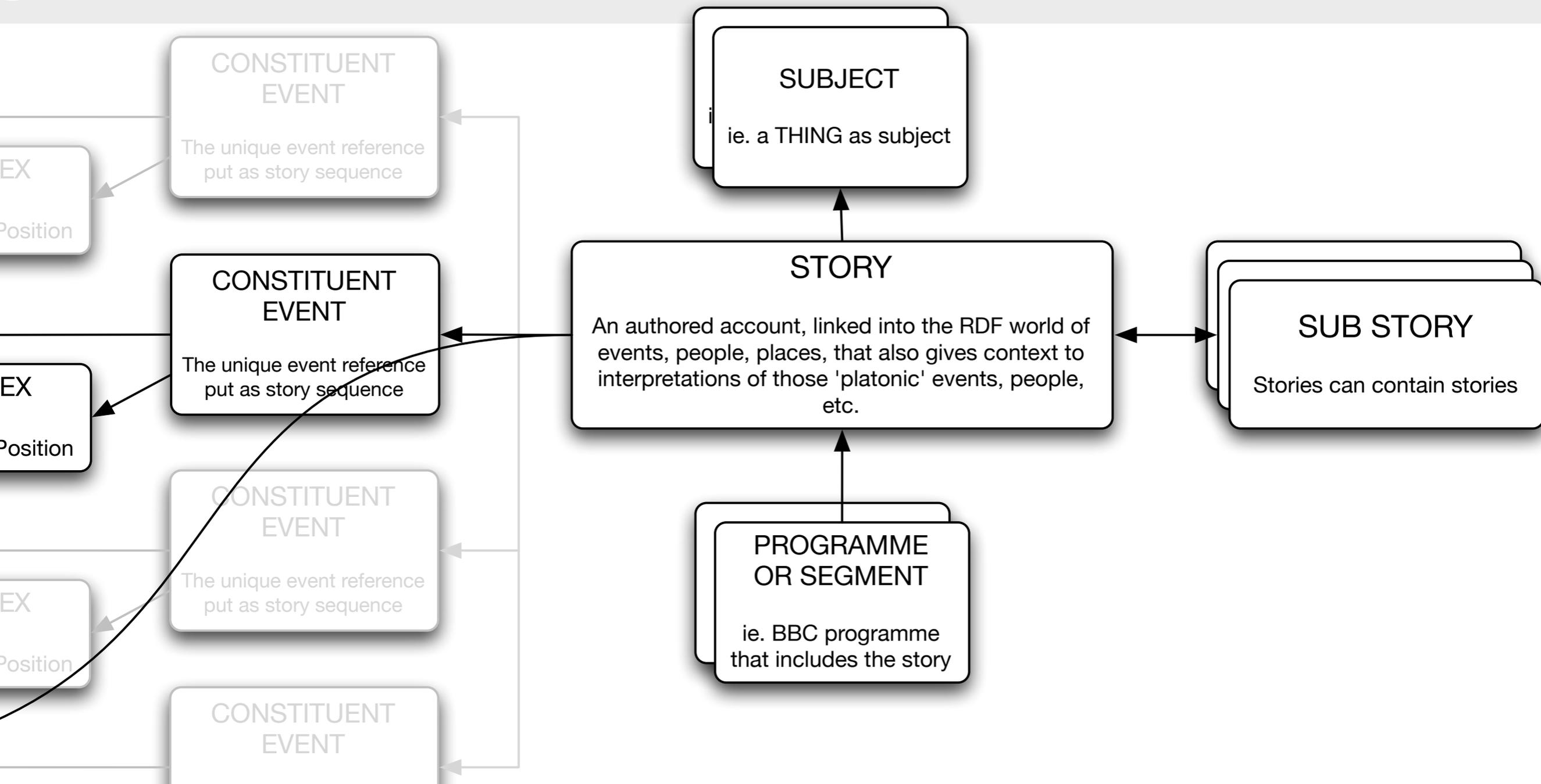
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The proposed 'BBC Stories' model

A world of people, places and things, linked to the events that tie them together...

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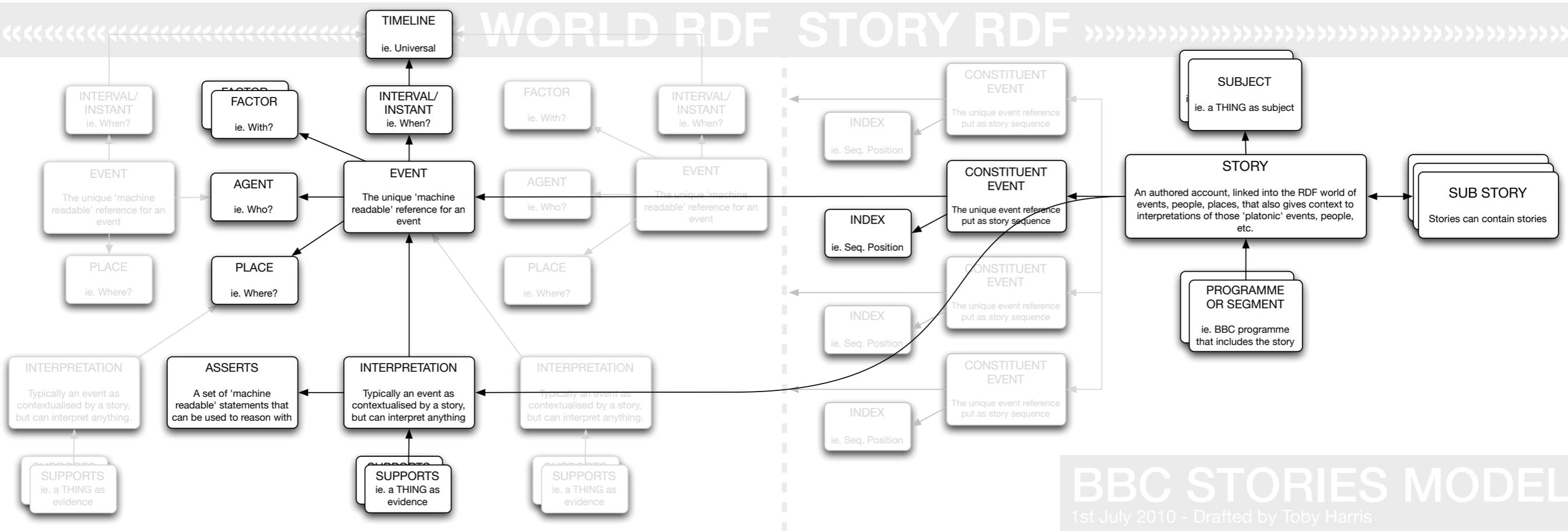
The proposed 'BBC Stories' model

...coupled with authored, interpretive journeys through that world.



BBC STORIES MODEL

1st July 2010 - Drafted by Toby Harris



BBC STORIES MODEL
1st July 2010 - Drafted by Toby Harris

The proposed 'BBC Stories' model

This would be the glue that joins the BBC's media together - Programmes, clips, research, archives



BBC Internet Blog

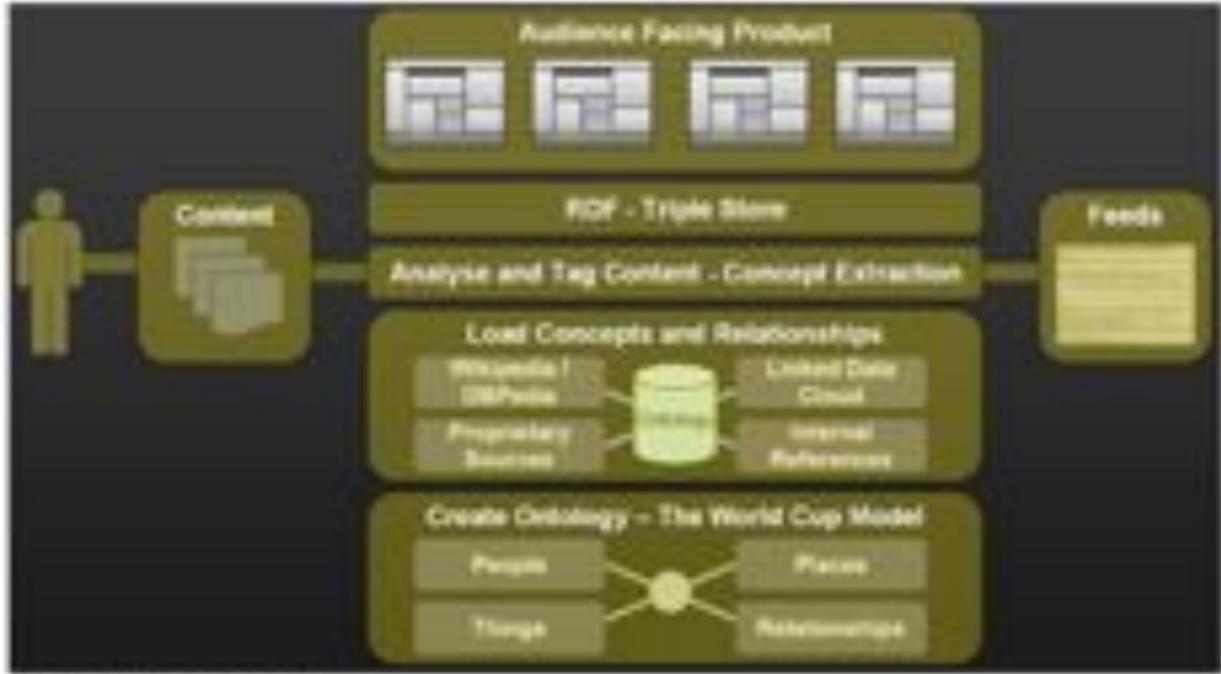
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BBC World Cup 2010 dynamic semantic

Post categories: World Cup, linked data, metadata, semantic, ser
Jem Rayfield | 10:00 UK time, Monday, 12 July 2010

The **World Cup 2010 website** is a significant step change in published. From first using the site, the most striking changes navigation and the larger, format high-quality video. As you becomes apparent that this is a far deeper and richer use of c achieved through traditional CMS-driven publishing solutions.

The site features 700-plus team, group and player pages, whi performance dynamic semantic publishing framework. This fr publication of automated metadata-driven web pages that are minimal journalistic management, as they automatically aggr relevant stories.



Pushing the Boundaries

Though there are lots of dynamically published sites on the internet, the difference here is in the use of **RDF and Linked Data** to build and manage the site. This is incredibly flexible and we are only just starting to explore the possibilities of how this allows us to present and share content. Though we have been using RDF and linked data on some other sites (such as BBC Programmes, BBC Wildlife finder, Winter Olympics) we believe this is the first large scale, mass media site to be using concept extraction, RDF and a Triple store to deliver content.

Another way to think about all this, is that we are not publishing pages, but publishing content as assets which are then organised by the metadata dynamically into pages, but could be re-organised into any format we want much more easily than we could before.



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Find all BBC bloggers homepage

Dovetailing the BBC's "Web Revolution"

Web 3.0 » Content Objects » Tagging & Ontology » User Experience



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The Eastenders Mythology Engine

Explore the worlds of drama

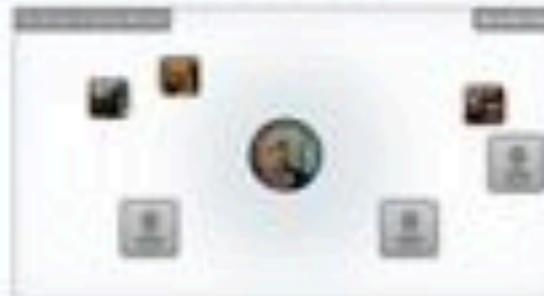
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Relationship maps
See how characters and places are connected.

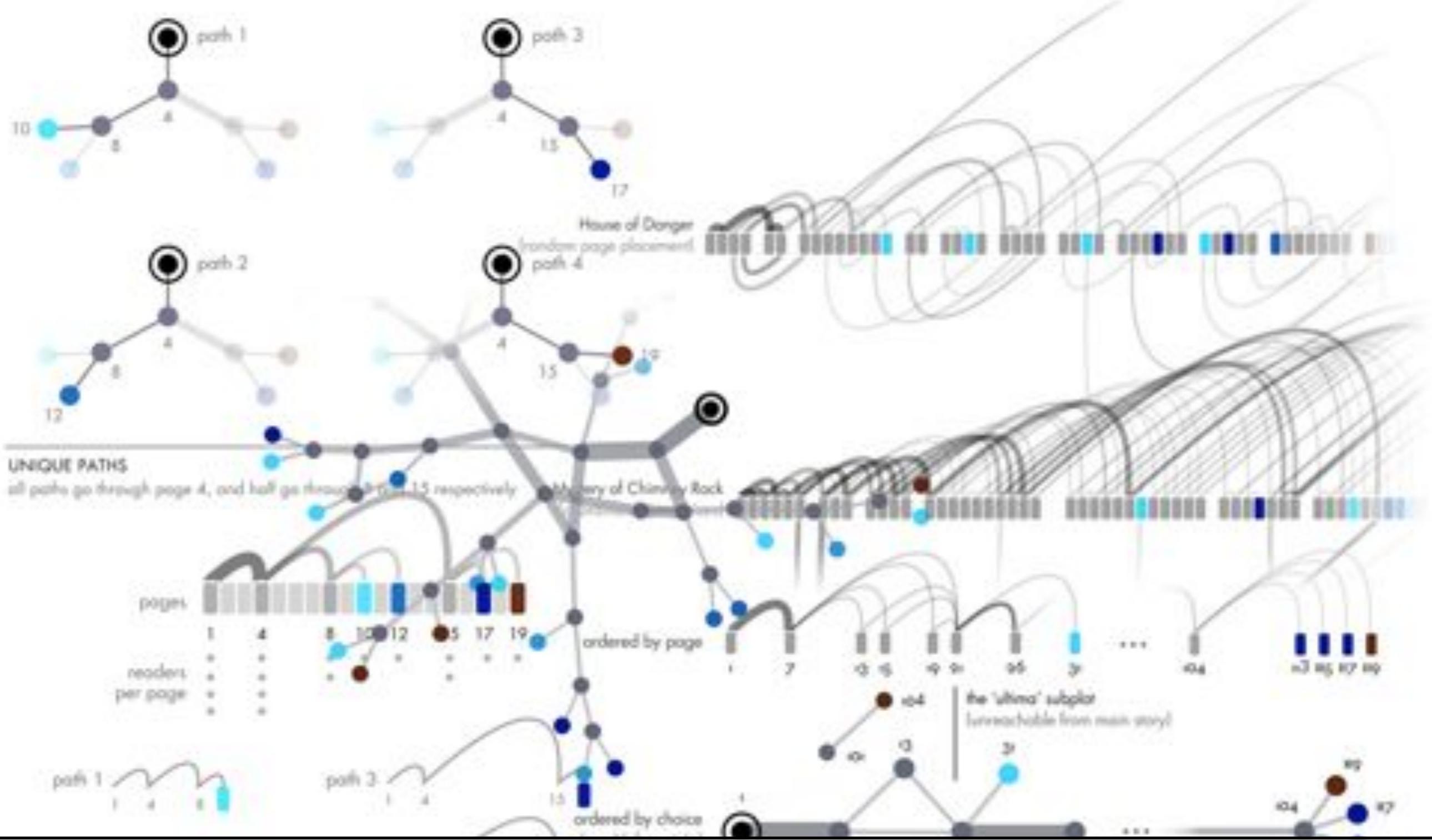


Video archive
See who was there and their involvement.

So we have the Mythology Engine idea...

Which we're now more confident about making a reality





...now just what else could this enable?

And however pretty these diagrams may be, a choose your own adventure book is not the answer!

to by

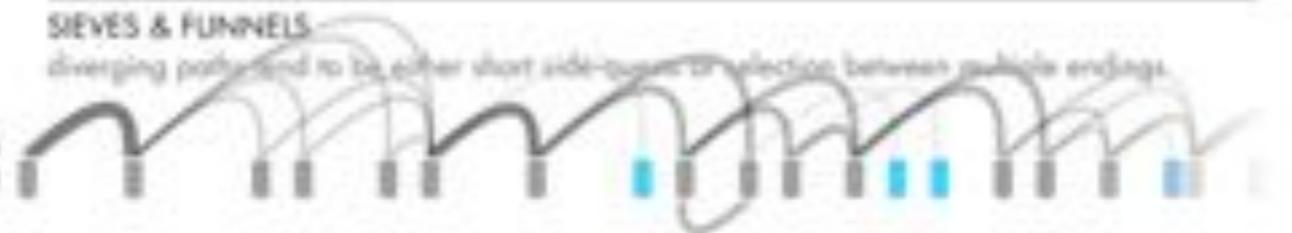
PATHS & PAGE ORDER

thick arcs at top represent more of the individual readers having made that choice.

SIEVES & FUNNELS

diverging paths tend to be either short side-quests or selection between possible endings.

The Cavern of Doom
(serial progression)



4 Research work: possible futures

Walking through a spectrum of possibilities



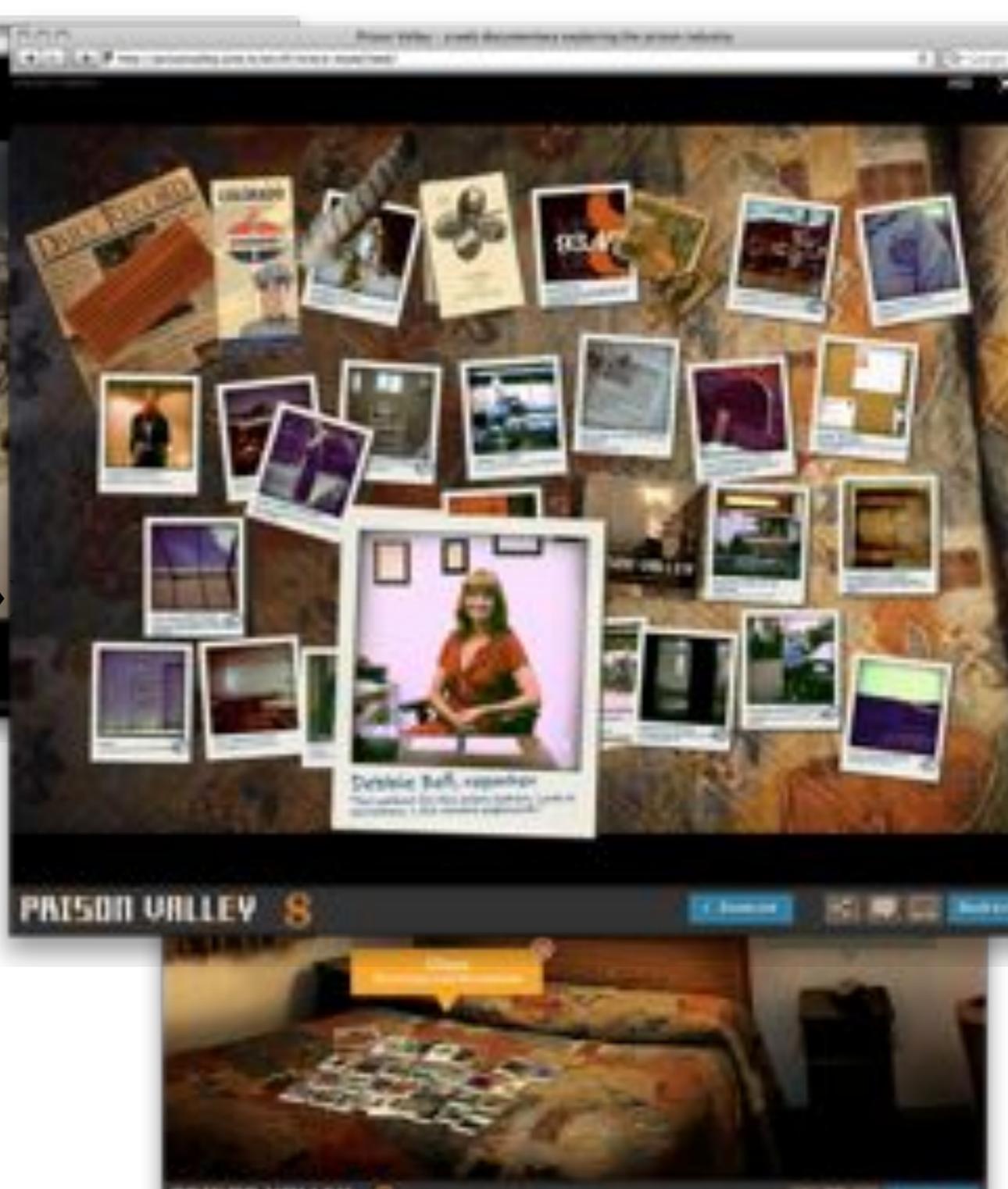


»»»»»»»»»»»»»»»» repurposing

A content contium redux

The BBC Archive as clickable as Wikipedia?





A content continuum redux

Prison Valley: A "Web Documentary" that expands an hour long film. Its already out there. Its great.





new content

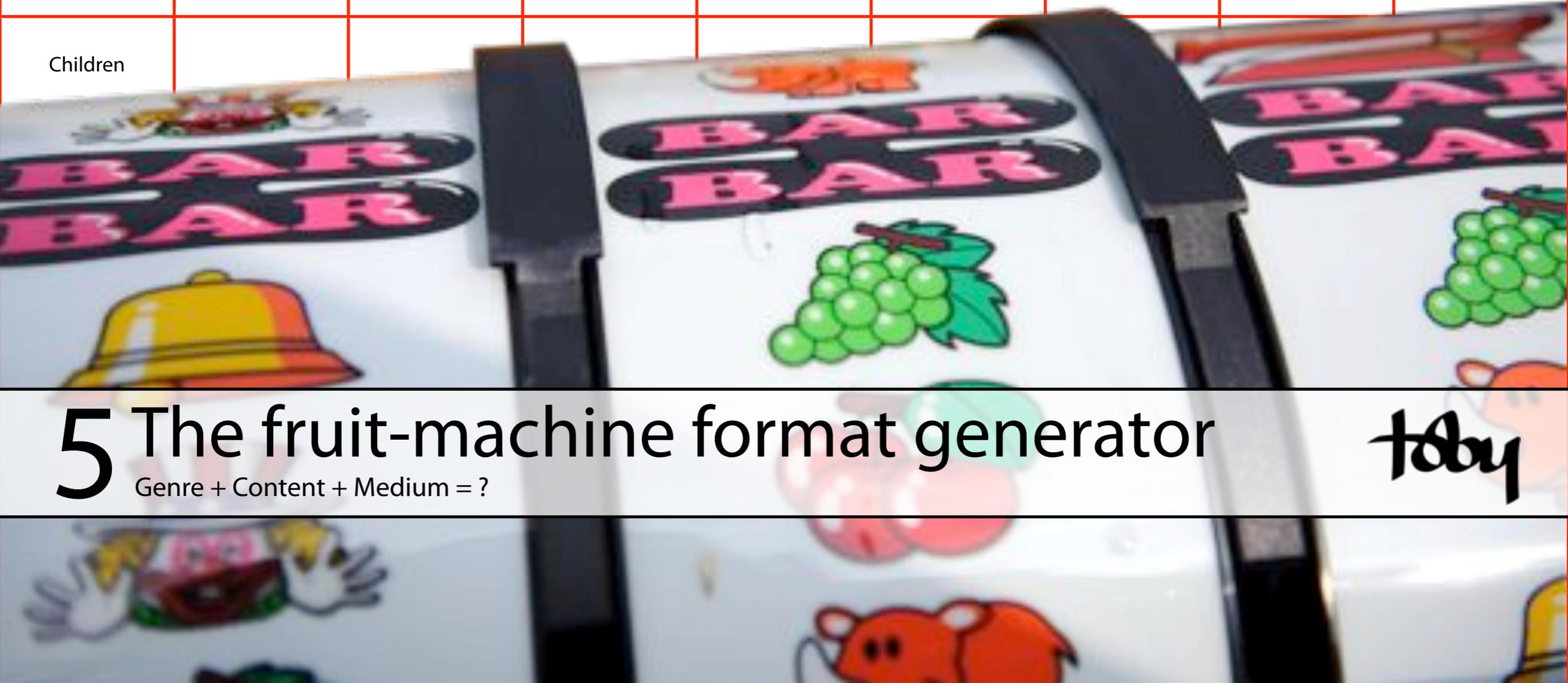


A content contium redux

Volumique: a 'reinventing the book' project that has firmly hit that tipping point into the unknown



| | content | | | medium | | | | |
|----------|-----------------|--------------------|------------|-------------|-------|-------|-------|------|
| | expose existing | repurpose existing | create new | audio/video | video | audio | image | text |
| News | | | | | | | | |
| Sport | | | | | | | | |
| Drama | | | | | | | | |
| Factual | | | | | | | | |
| Children | | | | | | | | |



5 The fruit-machine format generator

Genre + Content + Medium = ?

toby

6.1 Collating your ideas...

toby

6.2 ...so I can go away and analyse them

toby

6.3 ...and present back how we'd do it

toby

<DW in RDF diagram would be good here>

7 With 'BBC Stories'. Thank you!

toby
