Merve Sert

story worm

Project definition:

Story worm is a social web2.0 project, where you can login and start to write collaborative stories with other people.

It is working interactively and connecting people with each other through their stories.

Conceptual description:

My first aim is to design and operate a website, which I want to improve and effectuate after I graduated my school, because of that I decided to deal with social web2, that is very preferential at the present day.

My website, "Story worm" will be a project, which you can read and write stories collaboratively, that gets across between the people and connect them with each other. It helps people to reveal their creativity. Everyone has their own dreams and stories, by that website they can achieve and feel them as a real author.

Then I mentioned how can reading and writing be attractive even the people who are not interested in it. It should have something to attract the user.
In the beginning my first aim was to include visual images in to the stories.

However I gave up this idea and focused on the social web2 property, which works like Facebook and other social web2 sites. Every user has their own profile page, which is privately owned.

An imported attribution of the website is that stories should be written collaboratively. In every login user will have a word limit, after his limit finish he should invite someone to his story.

The advantage of this property is that creates a network through the writers and tend to meet with the new people around the word, because the website is a global site and it will be in English.

The outcome of the project is, with a contribution of the different people consequently different ideas which are the basis of different can be formed.

Objectives & Goals:

* To create a social network site, which connects people through their own stories.

Therefore attach the advanced and the beginner writer in one story and through that to help the beginner writers to improve them self. Although to make an interaction between the visitors of the website with stories and other visual images.

* To involve users by writing their own stories in to the website and reach a mass of user list.

At the present day reading and writing are disappearing. Computer and Television supersede books and magazine. People prefer reading e-books and e-newspaper because most of them spending their time on the computers. For this reason I combine my project on a website base program and as a result to encourage people to write their own stories.

* To create a library from unknown people who have different social and demographic background and thereby to connect them with each other.

Social Network sites have a lot of advantages. You can contact with new people and improve yourself with their help.

* To provide a continuity between the stories.

There is a word limitation in the stories, to continue your story, you should invite someone and let him to write. The difficult point for me, is keeping a stable content.

* To make the website attractive and give the user pleasure.

Most of the story telling websites has a bad design and “Story worm” will usher for all these kind of websites. The most important goal for me is to design the website with pleasure and provide to be a preferential website.

* For my self to create a website sufficiently.

My individual gains from this project are to learn more about necessary programs and coding related to web design.

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Target-Audience-User:

Actually it is a website to read and write, because of that the target should merge in an intellectual level. Whit this level I mean, the users should be at least college graduates and high-cultivated people.

As my opinion the age is between 18-55. The varieties of the user age determine the variety of the stories, because every age range has different dreams and stories.

The result of connecting different stories can build a common good story.

The users can join from different countries. However the website is English and because of that only English speaking people can join and according to that in my estimation most users will be from EU countries and USA.

Furthermore users should be receptive to the social network sites. I mean they should be open to new friends, comments, messages and collaboratively works.

Background information:

* I am interested in printing design and typography. In the future, I want work in these fields especially for magazine and book design layout. However to survive as a designer in the design market, apart from the printed material

I should also deal with designing the website. For that reason I choose a web base application as a medium. While thinking about my project I want stick to print design like books.

Furthermore I thought it would be attractive when lots of people write together different kind of stories collaboratively and therefore connect together in a social website.

The website's name will be " Story worm", because I want to be intimate and amusing.

* While making research about story-telling websites, I realized that they are too crowded and lack of design.

Because of that they do not attract the user. I want to deal with this problem and as far as I can do, make my website attractive and interesting to the different kinds of user.

* The website will be an innovation for the other story writing websites. For designing this website I will use all of my knowledge's, that I learned in the school. The challenged part will be dealing with software's. I should use Database, Flash PHB and coding. I have no idea about this software's but I want to learn them to improve my self.

Similar Websites:

1) "Protagonize"

http://www.protagonize.com

Protagonize is a modern, aesthetic writing community that's been around since 2008, and has received much acclaim. It's entirely based around collaborative storytelling, and is perhaps the only one of these kinds of writing sites that actually feels good to use.

Central are the interactive stories, or so-called addventures. These stories consist of small chapters, after which a choice is presented to the reader. The reader can effectively direct the character through the adventure.

It's by all means not a new concept, but the web has given it a whole new dimension. It's not just directing the story anymore. You can start, or continue on a whole new branch of the story, and everyone can contribute!

2) "Writing"

http://www.writing.com

Since being founded in 2000, Writing.com has grown out to be the single largest writing community site on the web – and not only thanks to the convenient web address. Even after a relatively recent design overhaul, the website still looks a bit old school. At times, browsing the website can feel a bit stiff, but what it misses in UI, it makes up for in content.

Users can hone their pen by writing within a number of subgroups, embedded in the Interactive and Non-interactive categories. Non-interactive documents are one-document short-stories, poems, essays, interviews and (despite the article subject) even non-fiction. Sadly, a premium membership is required to use the multiple chapter book templates.

The non-interactive categories include interactive stories, campfire stories (spinning stories in a group of close friends), and even quizzes.

Writing.com is the largest, and quite possibly the most feature-rich writing community. Because of its size, evidently not all writing hosted on the writing site is quality material.

But the rich interaction, and support for independent formats, makes it a worthy place to try your pen.

3) "Storybird"

http://storybird.com

Storybird is a rather interesting collaborative storytelling project, focused around picture books. Ordinarily, two or more people connect over the site, and write part of the picture book in turn, in a robin go round style. Additional people need to invited by the one who started the story, so the collaboration is aimed on friends and family – perhaps a parent with child.

If you want, though, you can write the entire story on your own.

The pictures are supplied by a small army of artists. Before you hit off, the site asks you to pick a work of art from the gallery, or browse by art themes. Starting off from your initial pick, the Storyboard story maker, depicted above, is filled with a jumble of other drawings by the same artist. You can drag these drawings on the canvas, and add text. Finished picture books can be shared online, made public on the site or (in the future) even printed!

4) "Bibliofaction"

http://www.bibliofaction.com

Like Protagonize, Bibliofaction is focused on one kind of storytelling, but it's not interactive. Instead, they believe in the power of the short story, it being "perfect for this busy day and age". The main goal of Bibliofaction is to re-promote creativity to a generation that has been lulled by fixed-format reality TV, or for that matter, any kind of entertainment.

Like that, Bibliofaction is becoming the modern home of the short story, a day where writers and readers meet, and share experiences. Another nice incentive is the short story competitions, which are held by Bibliofaction. Show off the true might of your pen, and you might even win a couple of attractive prizes.

What do you think of the above writing sites? Do you know any alternatives that we shouldn't have missed? By all means, let us know in the comments section below.

5) "Relay Writing"

http://www.relaywriting.net

Relay Writing is a free writing project intended to demonstrate that we can break all the rules to create a good story, or even a masterpiece. We have no synopsis, no character plans, no long-term plot, no particular setting, problem or resolution (yet), and it's going to have a few hundred different authors that don't know each other.

Here's what it is – read the stories, and you can then write the following section. Make it between 800-1000 words, and stick to the rules, and you stand a good chance of it being accepted. If it is accepted, and nobody beats you to it, it'll get tagged on to the story for everyone else to read.

If it doesn't get accepted, we'll let you know, and tell you why. It might purely be bad grammar or spelling. You may re-submit after your changes have been made. You will still get a mention in the contributors list, even if your attempt is not accepted.

6) “Story Time”

http://www.storytimed.com

This site is all about writing stories together. There are two types of stories that you can contribute to on this site. We call them “Open Book” and “Closed Book” stories.

Closed Book stories are what we had in mind when we started the site. This is story telling with a twist! The twist is you will only really know as much as what you can derive from the last contribution.

Unless you have been studiously watching the story unfold over time, when it comes to making a contribution to this type of story you will have no idea where it started or what has come before, except what the last person wrote!

Let’s face it - these types of stories are likely to end up quite messy but you will have a lot of fun contributing to the mess!

Open Book stories are a little more serious! You have no excuse for messing these ones upbecause you have full visibility of the entire story from the start.

When you are browsing the open stories you have an extra option to read all previous contributions.

We added this type of story to the site because although the Closed Book stories are fun - it’s also a lot of fun being a part of a more serious literary masterpiece!

Detailed project description:

The website has 4 sub-headings. First one is the "Reading" part. Users should not be a member of the website to read the stories. Reading part is open to every one, but if you want to make a comment on the stories you should be sign-in. In the reading part, you can also see the collaborators of the story. On the right side of the story there will be brief information, which includes the summary-collaborators-tags and comments.

Second sub-heading is the " Writing" part. Contrarily to reading part, user should be a member of the website to write stories. In addition to that there is a word count limitation. In every login you have 150 words limit. The reason of that limitation is, to involve more people in one story. If you want write more, you have to invite somebody to your story.

In relation with that there is an invite collaborators option, which you can see all the members of the website and click the button to send an invitatition to them. By that way writers can work collaboratively for one story and know each other. Apart from that like reading part, on the right side of the story there is some information related with the story. These are tags-title and summary. Furthermore, every story has an owner, who is started the story is to be authorized with the publish button to finish it.

Apart from that, there will be an option to like. You can rate the stories and see the top rated stories in home page and also the stories can be shared in social network websites like Facebook and Tweeter.

Third sub-heading is "Authors" part. This is the profile page of the writers. You can see brief information under the about and my interest option you can contact with the writer and also become a fan of him and fallow him.

Besides the writer's personal information, there will be also seen under my comments option, his stories comments, which he is the owner. And under my activities part, there will be seen his comments, his collaborated stories, his published stories and his new friendships.

The last sub-heading is the "About" part. This is brief information about Story worm, like the features and outcomes of the site.

Moreover if I talk about the home page features and options there are recently added stories and top rated stories with the authors' contribution.

There is also News part, which includes about story related events. Beside of that we see new members and popular tags of the stories. In every month it will also announced top voted story on the home page with its author.

Apart from that the website will organize some short story competitions. There will be a topic and a word count limitation. All the members can participate to the competition and the winner will get a prize by the support of the sponsorships.

The last part on the home page is the announcement for the co writers needed stories. The story owners post these announcements to find collaborators to their stories.

Difficulties & Risks:

My website is a social web 2 project, because of that it is comprehensive and including many steps with writing an established code system. It will be difficult for me to complete all the technical part of the website.

In consequence of being stories collaboratively, they should be compatible with each other. It can be also a risk to combine the stories in right way.

Criteria of success:

I know the difficulties of creating a social web2 project, because every page is related with each other and should work together.

If I can write the codes in orderly and correct way to run it, it becomes for me a success.

Required know-how and resources:

Mainly I should learn how to design a website, which includes technical and design part. I need to have some technical knowledge in order to create the project. I should know how CSS, HTML and PHP work. Database is also another important technique for my website, because all the written stories should be collected under the database.

As resources related websites, like other story writing and sharing websites may be sufficient.

Phases of the project:

1) Learning Phase

- Learning the technique,

Flash PHB, Database and Coding.

2) Designing Phase

-Visual Identitiy of the website,

Logotype, Name of the website, Use of the language, Typography and color of the website.

-Interface design.

Website pages design.

3) Technical Phase

Flash PHB, Database, Coding.

4) Researching Phase

For the software's.

References:

Similar websites:

1) "Story Time"

http://www.storytimed.com

2) "Relay Writing"

http://www.relaywriting.net

3) "Bibliofaction"

http://www.bibliofaction.com

4) "Storybird"

http://storybird.com

5) "Writing"

http://www.writing.com

6) "Protagonize"

http://www.protagonize.com

Useful Articles:

1) Reid Swanson and Andrew S. Gordon, "Say Anything: A Massively Collaborative Open Domain Story Writing Companion", Lecture Notes in Computer Science, 2008.

2) Ulrike Spierling and Nicolas Szilas, "Interactive Storytelling", First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008 Erfurt, Germany.

3) Ruth Aylett, Mei Yii Lim, Sandy Louchart, Paolo Petta and Mark Riedl, "Interactive Storytelling", Third Joint Conference on Interactive Digital Storytelling, ICIDS 2010, Edinburgh, UK.

Project Scedule

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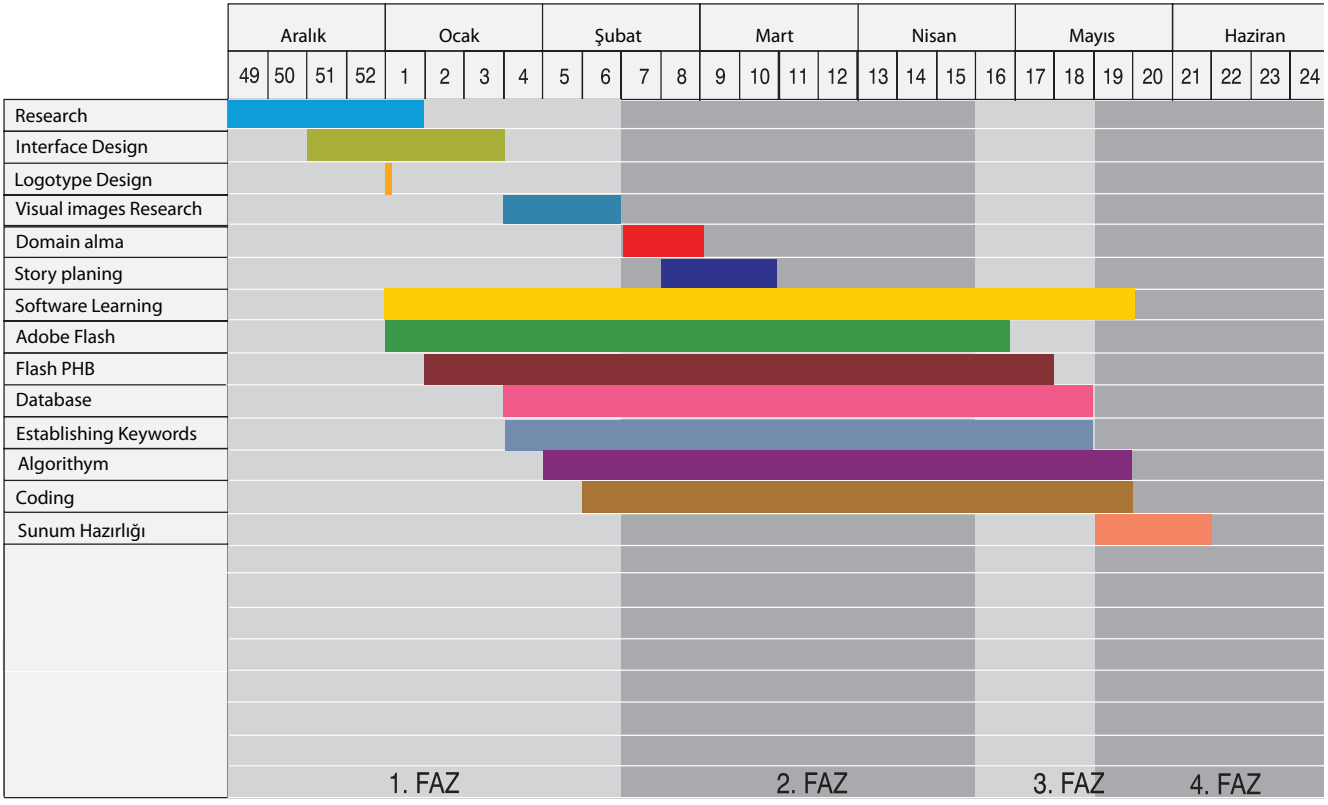
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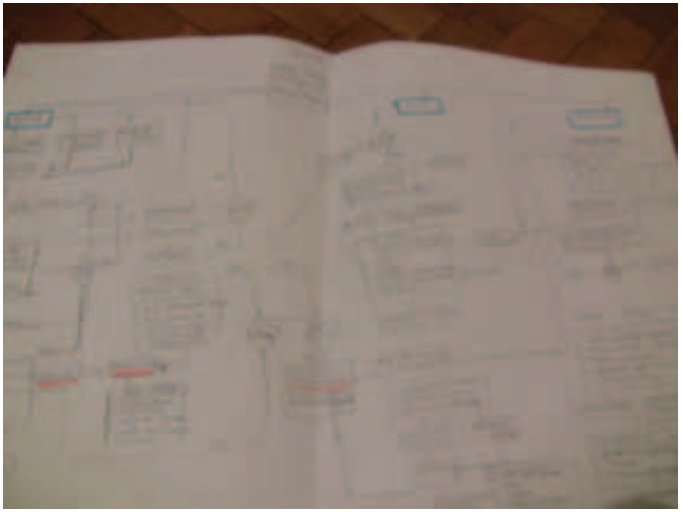
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