

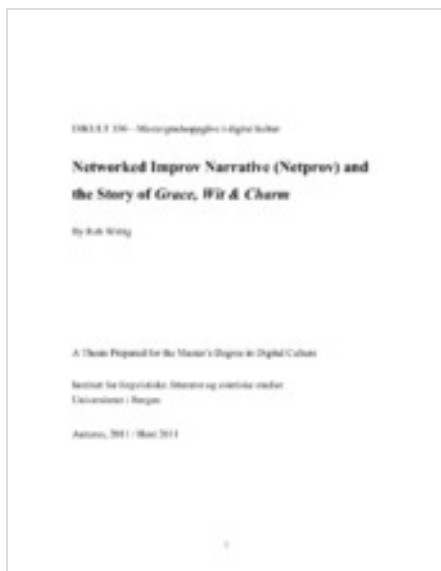
Networked Improv Narrative (Netprov)  
and the Story of Grace, Wit & Charm.

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# Networked Improv Narrative (Netprov) and the Story of Grace, Wit & Charm

Master thesis

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Author

 [Wittig, Robert Gardner](#)

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## Abstract

Netprov (networked improv narrative) is an emerging art form that creates written stories that are networked, collaborative and improvised in real time. What optimum characteristics could give netprov projects playful as they are the depth of the great novels of the past? This question is explored through research and through a practical project, an original netprov Grace, Wit & Charm created, performed and documented in May of 2011 by the author for this thesis. Part 1 first defines netprov and lists its characteristics. Then it examines, historically and critically, the five tributary fields of netprov: 1) networked games (particularly Alternate Reality Games), 2) theater (particularly improvisation), 3) mass media (including notions of transmedia and phenomenon of fan fiction), 4) literature (particularly the fictionalization of vernacular forms used for telling truth), and 5) the Internet, social media and personal media (where the fictionalization of vernacular forms is pervasive). Best practices are drawn from each field. Netprov is understood as creative game based on the progression: mimicry, parody, satire. Part 2 examines Grace, Wit & Charm's form, process and fictional subject matter and evaluates the May 2011 collaborative performance using the characteristics and best practices from Part One as a rubric. Grace, Wit & Charm concerns a fictional company that improves its clients' online self-presentation, providing Grace™ for clumsy avatars, Wit™ for the humorless, and Charm™ for the romantically impaired. Artistic depth for netprov can be achieved by using self-aware literary strategies often lacking in netprov-like projects originating in other fields that promote laughter, insight and empathy.

Netprov (improvisert fortelling i nettverket) er en ny kunstform som gir skrevne fortellinger som er kollaborative, på nettet, og improviserte i sanntid. Hvilke karakteristikk vil kunne gi netprov-prosjekter - lekne som de er - dybden til fortidens store romaner? Dette spørsmålet er utforsket i oppgaven gjennom forskning og gjennom et praktisk prosjekt, en original netprov - Grace, Wit & Charm - skapt, framført og dokumentert i mai 2011 av denne masteroppgavens forfatter. Del 1 av oppgaven 3 bebygger med å definere netprov og liste opp dens karakteristikk. Så framsettes en historisk og kritisk utforskning av de fem opphavsfeltene til netprov: 1)

spill i nettverk (særlig Alternative Reality Games), 2) teater (særlig improvisasjon), 3) massemedia (deriblant konsepter som transmedia og fenomenet fan fiction), 4) litteratur (særlig fiksjonaliseringen av hverdagsformer som vanligvis brukes for å fortelle sannheten), og 5) internettet, sosiale medier og personlige medier (hvor fiksjonaliseringen av hverdagsformer er gjennomgripende). "Best practices" er trukket ut av hvert felt. Netprov forstås som et kreativt spill basert på progresjonen fra etterligning gjennom parodi til satire. Del 2 utforsker Grace, Wit & Charm's form, prosess og fiksjonelle tema og evaluerer den kollaborative framføringen i mai 2011 ved å anvende karakteristikkene og "best practices" fra del 1 som en rubrikk. Grace, Wit & Charm handler om et fiksjonelt selskap som forbedrer sine klienters selvpresentasjon på nettet ved å tilby Grace™ for klumsete avatarer, Wit™ for de humørløse og Charm™ for de med romantiske utfordringer. Kunstnerisk dybde for netprov kan oppnåas ved å bruke selv-bevisste litterære strategier - som ofte mangler i netprov-lignende prosjekter i andre felt - som fremmer latter, innsikt og empati.

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