

COME/IN/DOC Project

1 Introduction

COME/IN/DOC - Collaborative Meta Interactive Documentary - is a transmedia meta-documentary that reflects on the interactive documentary. There has been more and more production in the area of interactive nonfiction and the documentary is one of the main formats that have been developed considerably in recent years, but more theoretical and practical exploration is needed. This project aims to achieve a greater understanding of this new documentary format assuming that our period in history lends itself to a deeper reflection.

This initiative is based on the hypothesis that the interactive documentary is a new audiovisual format with specific characteristics. The project began with extensive research conducted from 2007-2013. The dissertation included six interactive nonfiction case studies, which constitute the second stage of the project.

In the third, and present, phase, the theoretical information obtained during the investigation period - the content - and the experience gained in the design of interfaces - the form - were combined to form the final project, which aims to describe and explain the format using the same form.

2 The team

Arnau Gifreu / Director

Arnau Gifreu holds a PhD in Communications and a Master Degree in Digital Arts from the University Pompeu Fabra (UPF). He is a Research affiliate of the MIT Open Documentary Lab (Massachusetts Institute of Technology) and a member of the i-docs organization (University of the West of England). He lectures at the University of Vic (UVic), where he directs the Final Grade Projects in Multimedia (TFG) and is the founder and director of the UVIC Lab (laboratory of digital content). He has been a research fellow at Harvard University (Harvard Metalab) and the University of York (Future Cinema Lab).

Bernat Torras / Design and Programming

Bernat Torras is an experienced web developer and creative specialist in multimedia. He holds a Degree in Communication Studies from the University of Vic and over the years he has specialized in the creation of interactive environments and web solutions applied to new devices.

Catalina Acelas / Design and Web Development

Catalina Acelas is an illustrator and graphic&multimedia designer. She holds a Degree in Design from the Universidad Jorge Tadeo Lozano (Bogota) and a Masters Degree in Digital Arts from the University Pompeu Fabra (Barcelona). She has illustrated books for leading publishers such as Alfaguara, McGraw Hill or Panamericana, among others, and designed websites and portals for companies such as Emamedia or the Research Group UNICA (Formats - OPA), of the Pompeu Fabra University.

Collaborating Organizations

Open Documentary Lab (MIT)

i-docs

Advisory Committee

Sandra Gaudenzi

William Uricchio

Sarah Wolozin

3 Components of the transmedia project

a) Web Platform

The first part of the project is a web platform containing an interactive documentary that complements and enriches the linear version. The platform is divided into four interconnected but independent sections:

1. Start off (in the interactive documentary)
2. Learn (the evolution and history)
3. Listen (to the voice of the experts)
4. Produce (your own project)

START OFF - Interactive Documentary

The first part is an interactive documentary with an extensión of 10 to 20 minutes containing expanded, complementary and enriched content from the other parts of the platform, so that the other sections are connected and feed the introductory documentary. It is the first step to immersing oneself in this subject, using the format itself to explain what it is.

LEARN - Videos and schemes

The second part consists of a set of original and unpublished materials that show the comparative evolution of cinema and interactive media up until their convergence and the appearance of the interactive documentary.

The first part of this section provides all the parallel evolution experienced by the basic sources of the interactive documentary - the documentary genre and the digital media - through storyboards connected to the web and ten videos showing the most representative inventions, characters and contributions.

The second part of this section divides the brief history of interactive documentary into four stages, offering a justified selection of examples and videos with images as a summary of the technology and the representative works to date.

LISTEN - Database

The third part provides a database that will be completed progressively and contains over 40 extended interviews with most world experts in this particular format. The experts were presented with a basic questionnaire of 20 key questions that match the hypotheses formulated during the doctoral research.

The database is dynamic and the user can search through a search engine or filters by area. There are three different key areas: production (works), academia (theoretical research) and organization (events). In addition, a playlist allows the user to generate a list of questions and display in the order desired.

DO / PRODUCE - Guidelines to produce

The fourth part of the platform is focused on the result of the sum of the other three, the final synthesis: how to generate one's own interactive documentary project. This area is divided into two parts: a section of resources to find funding calls, information, companies, etc., and a written publication with the principles behind a successful production of the format based on over six years of personal research.

b) Interactive Installation

Another part of the project includes an interactive installation, which can be used in events, with touch screens to follow a path consisting of ten major questions and the responses of ten chosen experts in this specific area. This installation has been used partially in events and exhibitions, such as InterDocsBarcelona 2013, part of the DocsBarcelona Festival in its 16th edition (May 28 - June 2, 2013).

c) Training

As COME/IN/DOC is configured as a hybrid project, halfway between an interactive audiovisual and an educational tool, it is hoped that the project materials will be useful for academic training such as workshops, seminars, courses for businesses aiming to produce, research laboratories, etc..

Over time it is hoped that more uses for this valuable material will be found, generating more components of the transmedia project as funding becomes available.