

A Pictograph Design of Hongmen Banquet History- the Digital Storytelling on Narrative Perspectives

Guanze Liao

National Hsinchu University of Education, Taiwan
can@mail.nhcue.edu.tw

NanYing Tu

National Hsinchu University of Education, Taiwan
ghfhjdfpoi@yahoo.com.tw

The history of Hongmen Banquet is a well-known story in the culture of China. In the history, the main parties involved in the banquet were Liu Bang and Xiang Yu, two prominent leaders of insurgent forces who rebelled against the Qin dynasty from 209–206 BC. Liu Bang established the Han dynasty with as its first emperor.

The advanced development of digital technology enables the public to absorb and understand scientific and technological achievements and new knowledge via various channels. The Storytelling narrates a story orally, guiding readers to imagine and grasp the thread of a story, similar to the reading process of a design movements guiding vision in books. Paul & Fiebich (2002) proposed diversified digital storytelling medial forms, such as dynamic webpage including audio-visual text, digital songs, or digital short films. Meadows (2003) suggested that the pattern of digital storytelling is the digital expression through the integration of images with descriptions and voices (including music), as well as the exhibition of brief multimedia stories. Moreover, individuals can also share the stories they create and convey them to the world through technological sharing. Therefore, digital storytelling can be the digital tool for expressing creativity. Vivid expression indeed is important in digital storytelling and storytelling technique. However, touching story scenarios are also important factors affecting audiences' imagination. Linear structure is frequently used in many scientific invention stories to explain the process of scientific invention where vivid and realistic illustrations are used to depict the in-depth exploration process of invention/inventor. Betz (1996) indicated that the use of multipath patterns to develop digital storytelling makes it possible to exhibit more diversified images and animation stories. When audiences watch the animations with both visual and audio effects, they can have a basic understanding of the overall process of scientific invention under the pre-designed scripts.

The purpose of study is aimed at designing the picture book based on the perspective of storytelling, and interpreting the Hongmen Banquet history of Chinese literature. This research analyzes the original story of historical facts of the Banquet of Hongmen based on literature review, collects the possible narrative perspectives in the original story and then draws out the visual framework that guides the story line to interpret the picture book from three perspectives of a storyteller so as to reproduce the image of the original story; it also presents the corresponding three views from the

perspectives of a story teller, designs and studies the text of the Banquet of Hongmen from the perspectives of a story teller to guide readers to get a clear understanding of the line of the story. In this study, digital media was used to implement the storytelling with pictographic illustrations from different narrative perspectives. The author has created six scenes, six scenarios and nine roles based on variety of narrative perspectives. However, readers could navigate the scene of Hongmen Banquet history and comprehend the scenarios via the digital media.



Figure 1: The digital storytelling of Hongmen Banquet history (<http://can.elt.nhcue.edu.tw/hongmenstory/sfm/sfm6.htm>)

The researchers summarized the design methods of 3 perspectives based on the text of the picture book Banquet of Hongmen from the perspectives of a story teller, and interviewed 8 senior experts in the design field to make suggestions. Following the advice of experts, it arrives at the following conclusions: (1) designing the roles and scenes of the Banquet of Hongmen to make readers learn about its background first; (2) defining the design methods from 3 perspectives after designing the storyboard of the Banquet of Hongmen; (3) integrating the visual framework, story text and the design drawings from 3 perspectives to impress readers; (4) the experts approve the overall design of the picture book from 3 perspectives and provide professional advice to make it more perfect. The research findings are expected to be used as the reference to make digital storytelling and narrative design of other stories based on historical facts.

References

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