MUSE

A creative storytelling platform enabling writers to explore inspirational worlds through mixed reality.

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Muse is a storytelling engine that helps writers find inspiration by projecting 3D virtual scenes onto their environment. Users tap physical orbs representing the storytelling elements *character*, *genre*, and *setting*, and then verbally assign them tags that evoke the ensuing virtual visualizations. Writers can issue further verbal commands (e.g., a verb, noun, or feeling) to influence the holograms and the ways they interact with each other and the physical world. Upon finding inspiration, users can shrink the holographic world down to a miniature version that they can reference while they write.
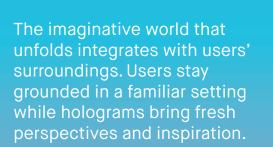
Anchors

Users assign tags to physical orbs representing the *character*, *genre*, and *setting* elements of a story. The two remaining storytelling elements, plot and conflict, are left to the writers' imagination.

Commands

Verbal commands can alter and influence the holographic elements evoked by the anchors, allowing users to shape, interact with, and dynamically change the mixed reality scenario.

Mixed Reality

The imaginative world that unfolds integrates with users' surroundings. Users stay grounded in a familiar setting while holograms bring fresh perspectives and inspiration.

Scalability

Users can shrink their virtual environment and position it next to them as a reference while they write. This flexibility allows writers to take their holographic world with them to serve as their muse.

Process Highlights

Exploration

Our journey began with an investigation into art therapy, creativity, and the underpinnings of imagination. One big challenge was trying to innovate in a space without a well-defined problem area, since there is no specific issue preceding one's desire to be creative.

Research

We read articles on the elements of storytelling, looked for storytelling done well in various forms (e.g., film, narrative, screenwriting) as inspiration, and interviewed artists and writers to gain insight on the creative process.

Ideation

We brainstormed various solutions and defined the concept for Muse, using techniques such as storyboarding and presentation narrative to communicate our ideas and gain feedback. We iterated and fleshed out key interaction moments.

Video Prototyping

To showcase our vision and the nature of the 3D hologram design, we produced a video prototype. It features a writer experiencing a creative block who activates the Muse system in order to gain inspiration. In his mixed reality, a story is born.