


StoryML

An XML Markup Language for Stories and Storytelling Events

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These are slides from a talk I gave in December of 2000 for a workshop on, well, you can see it on the slide. "StoryML" was my name for the 400-questions-about-a-story project that led me to the form-function-phenomenon definition of story. The web site listed here is no longer in service.

How do people **work with stories** in organizations?



- they **study** told stories as manifestations of knowledge and culture
- they **organize** story collections so that users can find the right story at the right time
- they **compose** purposeful stories that inform and persuade

Why create tools to work with stories?



- to reduce **learning curves**
- to reduce **time costs**
- to manage **complexity**
- to discover **insights**

What is StoryML and how is it related to story tools?



- it's an XML **schema**, a standard for metadata
- tools can use it to **encode** and exchange data about stories and storytelling events
- it embodies **knowledge** about story and storytelling

Give me some examples of using these tools.

- discovering **theme patterns** in collected stories
- generating **skimmable thumbnails** of stories
- writing **composite stories** to communicate complex knowledge

How was StoryML developed?

* reviewed cursorily

* reviewed in more depth

stories

* literary theory

* narratology

* professional fiction writing

* comparative folklore analysis

* narrative philosophy

* case-based reasoning

* professional storytelling

* narrative inquiry & analysis

* journalism

* knowledge management

* contextual folklore analysis

* narrative organizational studies

* knowledge representation

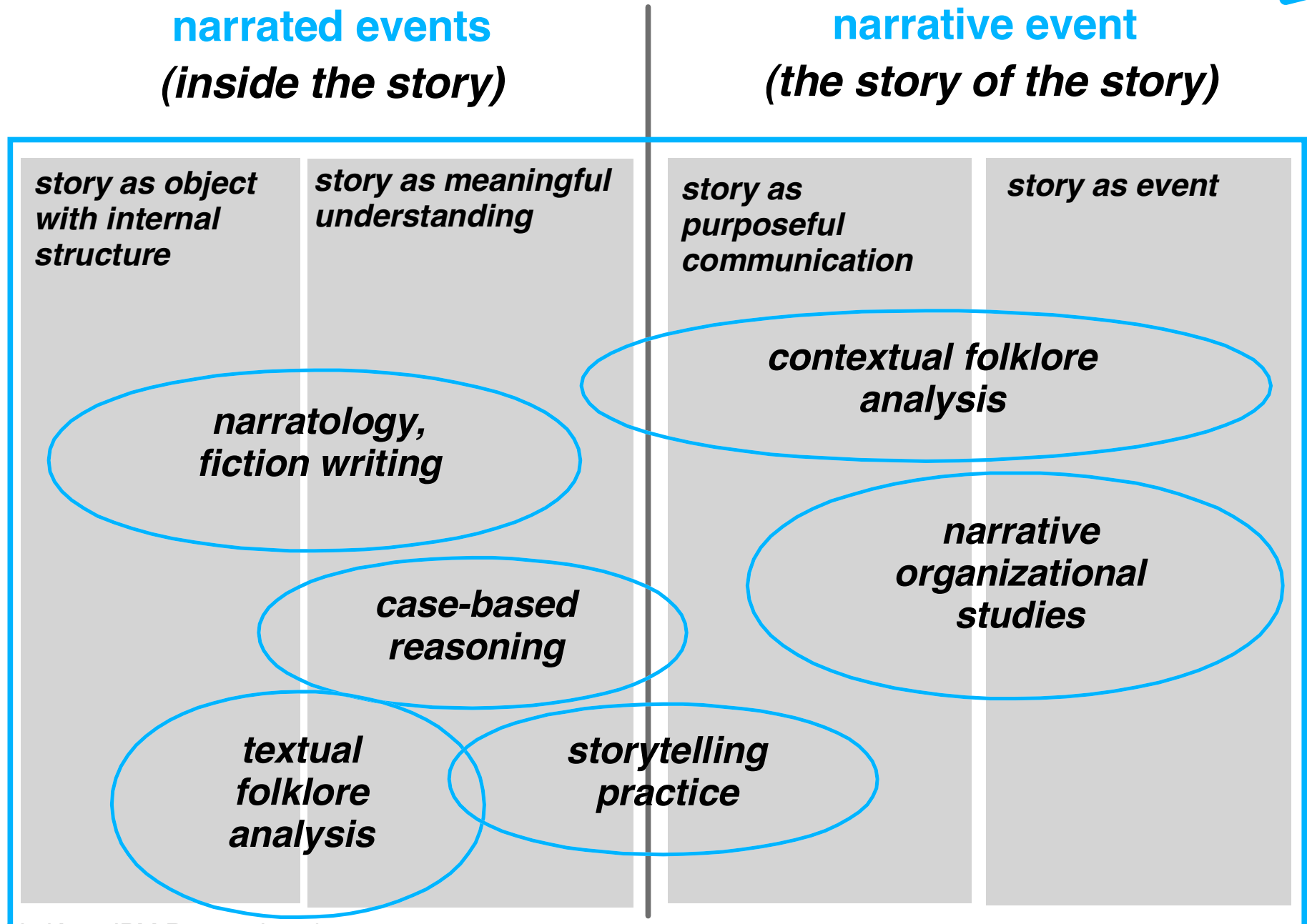
people

* narrative psychology

* information retrieval

computers

How *do those fields* interact?

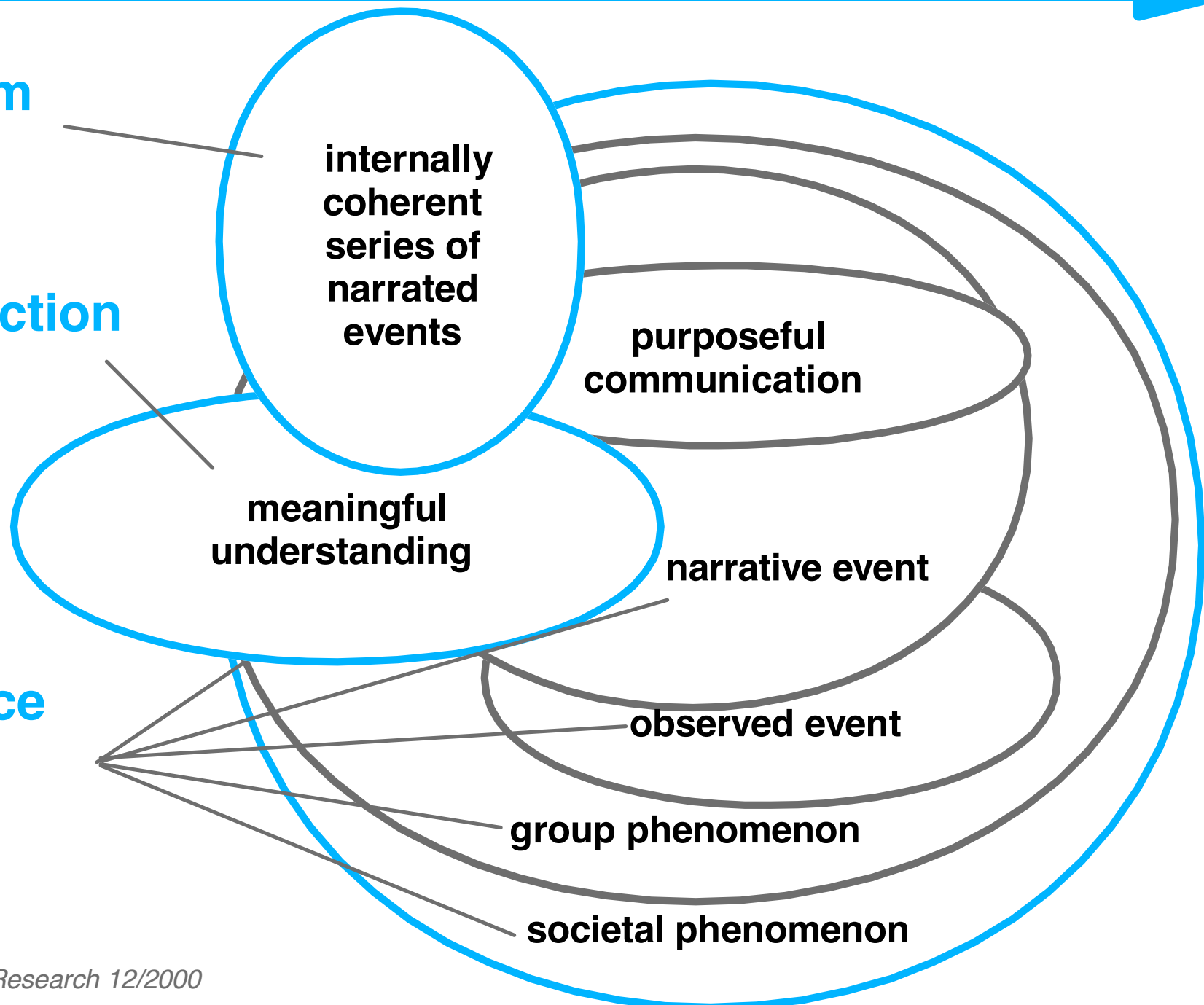


What's the **structure** of StoryML?

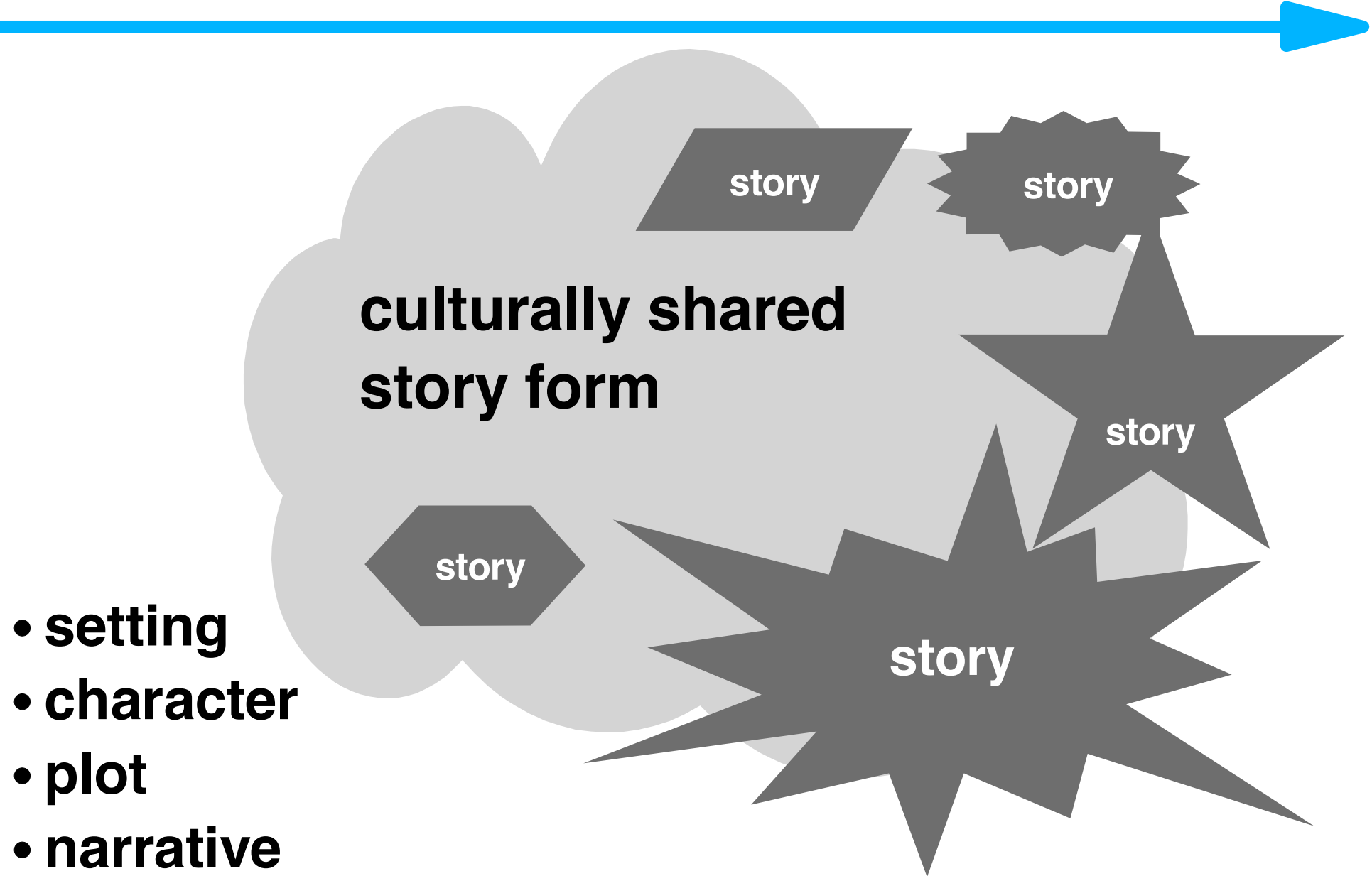
story **form**

story **function**

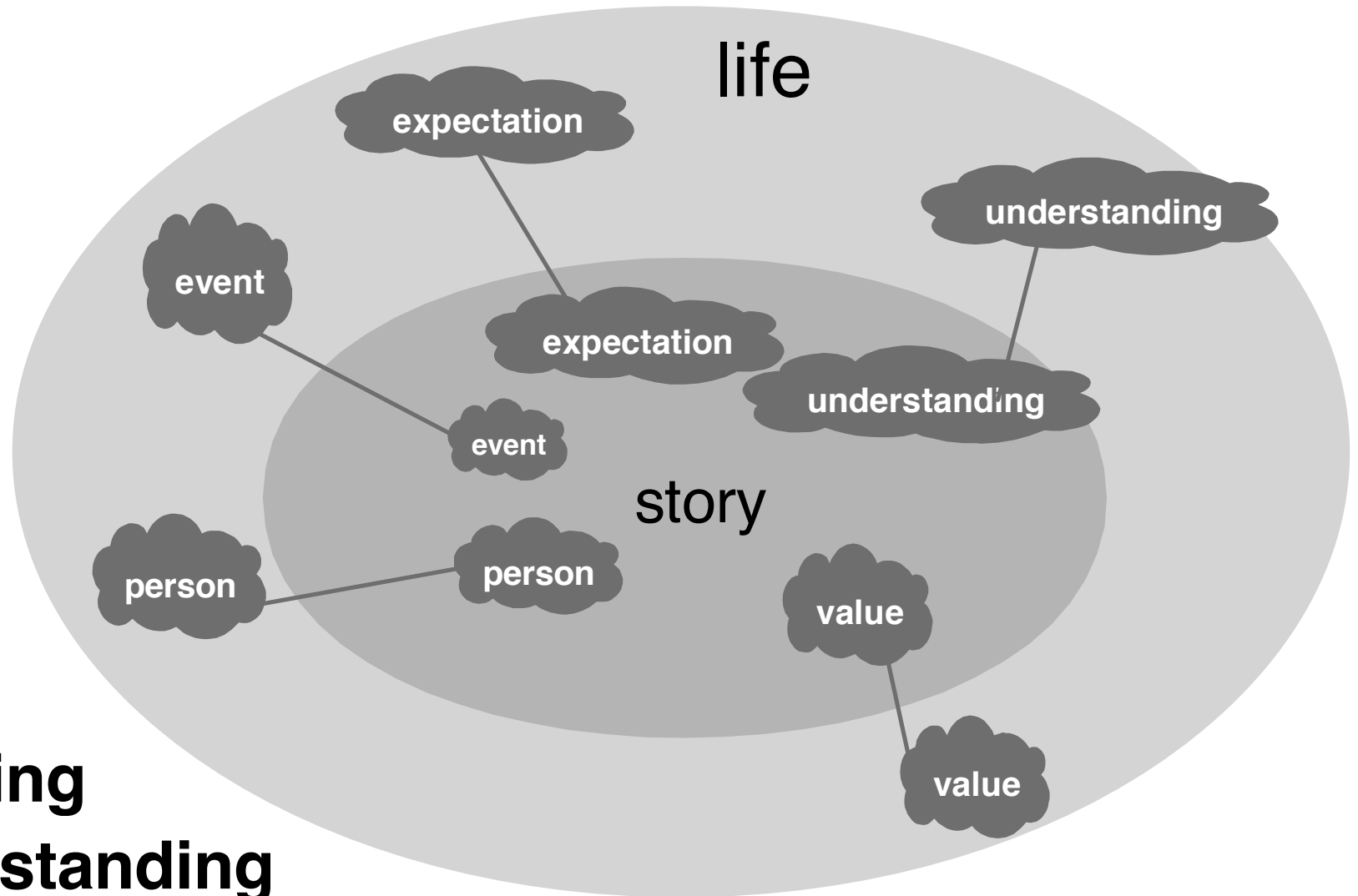
story **trace**



What is **story form**?

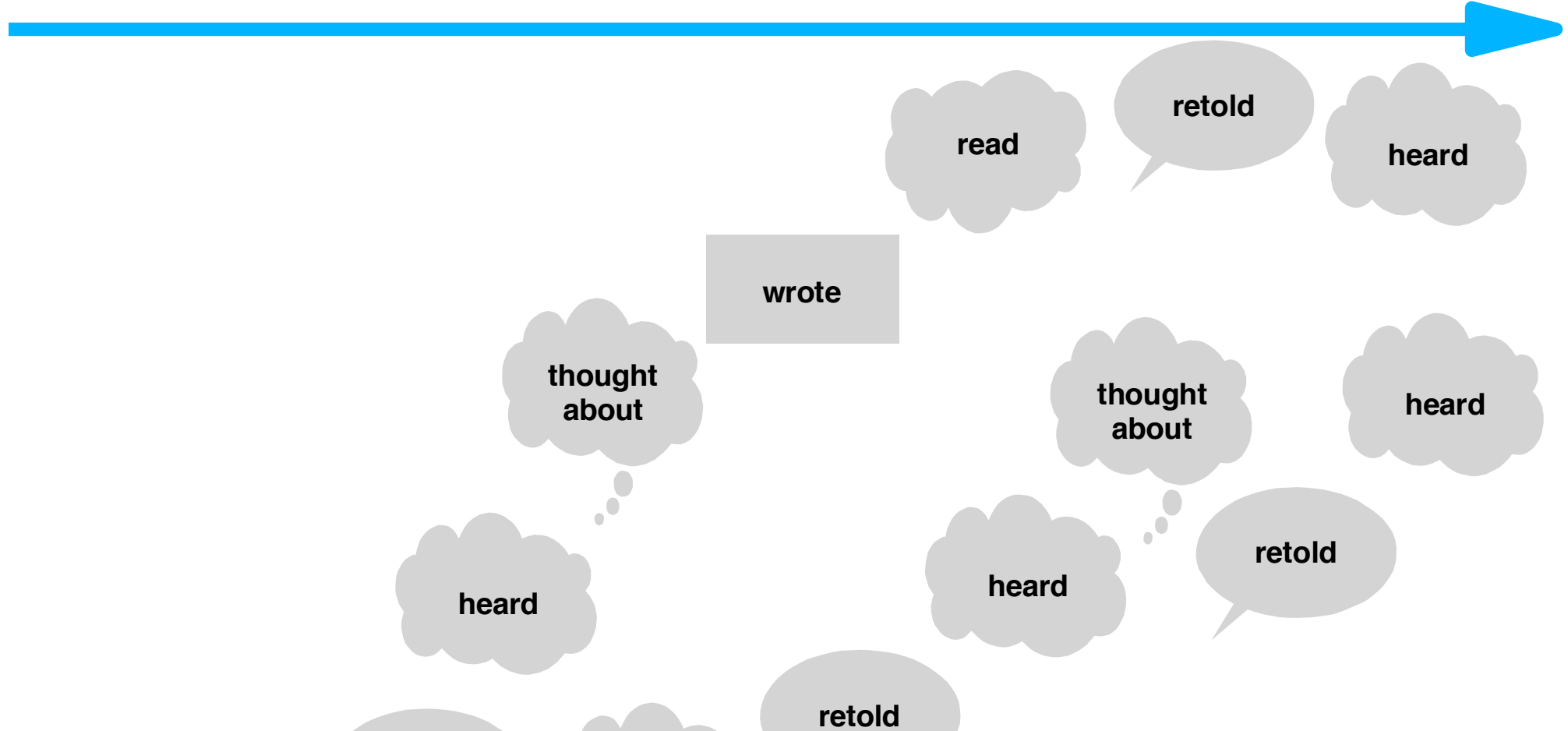


What is story **function**?



- **meaning**
- **understanding**
- **connections**

What is **story trace**?



- **history**
- **current state**
- **storytelling events**

What are your **plans**?



- paper in review for release as **IBM Research Report** (did not get permission to publish)
- v0.11 **StoryML specification** included with paper
- may use in story **tools** (didn't, but did use many of the understandings in later work)
- may release through **OASIS consortium** (never did)