

Brussels, 4 June 2019

COST 047/19

DECISION

Subject: **Memorandum of Understanding for the implementation of the COST Action “Interactive Narrative Design for Complexity Representations” (INDCOR) CA18230**

The COST Member Countries and/or the COST Cooperating State will find attached the Memorandum of Understanding for the COST Action Interactive Narrative Design for Complexity Representations approved by the Committee of Senior Officials through written procedure on 4 June 2019.



MEMORANDUM OF UNDERSTANDING

For the implementation of a COST Action designated as

COST Action CA18230 INTERACTIVE NARRATIVE DESIGN FOR COMPLEXITY REPRESENTATIONS (INDCOR)

The COST Member Countries and/or the COST Cooperating State, accepting the present Memorandum of Understanding (MoU) wish to undertake joint activities of mutual interest and declare their common intention to participate in the COST Action (the Action), referred to above and described in the Technical Annex of this MoU.

The Action will be carried out in accordance with the set of COST Implementation Rules approved by the Committee of Senior Officials (CSO), or any new document amending or replacing them:

- a. "Rules for Participation in and Implementation of COST Activities" (COST 132/14 REV2);
- b. "COST Action Proposal Submission, Evaluation, Selection and Approval" (COST 133/14 REV);
- c. "COST Action Management, Monitoring and Final Assessment" (COST 134/14 REV2);
- d. "COST International Cooperation and Specific Organisations Participation" (COST 135/14 REV).

The main aim and objective of the Action is to Interactive Digital Narrative (IDN) has the potential to address limitations of traditional formats (newspaper article, TV news broadcast, documentary) in representing complex issues (e.g. climate change, migration). The challenge is to change IDN's status from 'singular achievement' of a small groups of 'initiated' practitioners to 'general practice' of media organisations.. This will be achieved through the specific objectives detailed in the Technical Annex.

The economic dimension of the activities carried out under the Action has been estimated, on the basis of information available during the planning of the Action, at EUR 64 million in 2018.

The MoU will enter into force once at least seven (7) COST Member Countries and/or COST Cooperating State have accepted it, and the corresponding Management Committee Members have been appointed, as described in the CSO Decision COST 134/14 REV2.

The COST Action will start from the date of the first Management Committee meeting and shall be implemented for a period of four (4) years, unless an extension is approved by the CSO following the procedure described in the CSO Decision COST 134/14 REV2.

OVERVIEW

Summary

The aim of this COST action is to build a network for the interdisciplinary study of the potential interactive digital narrative has as a means to addressing complexity as a societal challenge by representing, experiencing and comprehending complex phenomena and thus also address the issue of "fake news". The challenge therefore is to change IDNs current status from 'singular achievement' of a small group of 'initiated' practitioners to 'general practice' of many media companies. The INDCOR project (Interactive Narrative Design for COMplexity Representations) addresses this challenge by means of a coordinated effort in analysing and generalising design and production methods of stand-out IDN works with a particular focus on the representation of complex issues.

<p>Areas of Expertise Relevant for the Action</p> <ul style="list-style-type: none"> ● Media and communications: Media and communications, social aspects of information science and surveillance, socio-cultural communication 	<p>Keywords</p> <ul style="list-style-type: none"> ● complexity representation ● next generation content ● interactive narrative design ● Fake news
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Specific Objectives

To achieve the main objective described in this MoU, the following specific objectives shall be accomplished:

Research Coordination

- Establish shared analytical methods and terminology for IDN
- Establish IDN best practices in production and design with a focus on complexity narratives
- Produce insights applicable to the design process, production/distribution aspects and audience reaction
- Produce comparative analysis of traditional and interactive narrative forms
- Establish practices for IDN audience research applying entertainment theory and additional analytical frameworks
- Investigate workflow analysis for understanding the best integration of IDN works into existing journalistic practices
- Generalize successful interactive narrative artefacts (i.e. award-winning interactive documentaries) into a template format useful for media organisations

Capacity Building

- Harness the untapped generative potential of IDN for representations of complexity
- Establish the foundations for a new field of study ("interactive narrative studies") and degree programs in the field
- Create the foundations for next generation of media products – engaging, and thought-provoking titles created on the basis of a shared body of IDN design knowledge. This means the action will generate knowledge on which new companies will be built.

TECHNICAL ANNEX

1 S&T EXCELLENCE

1.1 SOUNDNESS OF THE CHALLENGE

1.1.1 DESCRIPTION OF THE STATE-OF-THE-ART

Narratives are a crucial way to organise knowledge about the world into meaningful structures. Through that, they help individuals and societies make sense of the world. However, the more complex phenomena become, the less effective traditional linear narratives seem to be at performing this organising function. The societal impact of this development on the public sphere is of crucial importance. With traditional narrative media, complex interrelated global phenomena such as climate change, mass immigration, or the functioning of geopolitical organisations such as the EU are not properly understood in their full complexity. Given that knowledge is never without a point of view, the challenge is to find a way to present varied points of view on specific content and to do so in an engaging and participatory way. The INDCOR project (Interactive Narrative Design for COMplexity Representations) addresses this challenge by positioning IDN (Interactive Digital Narrative) as a mediated form that meets these requirements. Interactive digital narratives have the ability to represent complex issues through multiple points of views, provide choices to the audience and allow them to revisit previous choices through replay.

To an extent, the difficulties inherent in presenting complex content are a media effect, most prominently seen today as the total lack of trust in the media and the proliferation of fake news. The public sphere functions when citizens have the opportunity to consider sufficient viewpoints on an issue of public concern in sufficient depth. This (admittedly simplified) picture requires a citizenry of engaged and critical consumers of media, for example newspaper readers. However, the current media landscape does not sustain such a citizenry as traditional media are no longer fit for this purpose. Broadsheet newspapers, which once had the scope to represent the depth and diversity of opinions required to make sense of public issues, are disappearing. TV and radio news do not have the temporal capacity to sustain such debates either. Current digital media forms are not yet a solution: long reads on the world wide web engage very few people. Policy think tanks issue insightful PDFs that are never downloaded, not even by decision makers, let alone the public at large. In addition, people are becoming socially and intellectually isolated through the filter bubbles that they cultivate during their online experience. These filter bubbles show a user only limited content, based on analyses of his or her likes, dislikes, and browsigf behaviour. Thus, the representation of complex issues requires a medium that affords both a comprehensive representation of vast amounts of information and the sustained engagement of contemporary audiences. IDN has this potential; yet, there is a need for generalized design and production knowledge, and this is what INDCOR sets out to address, focused on the domain of representations of complexity.

On a more general level, IDN is content. The content value chain is one of three key industrial ecosystems that need to be addressed through research and innovation. In that sense, the INDCOR project aims to address the growing demand for high-quality content and new user experience. Now more than ever, media companies and journalist organisations are in need of novel ways of producing high-quality content and in need of offering new and engaging user experiences. Traditional media formats have lost terrain against social media (Twitter, Facebook, Snapchat, Instagram), while journalism is still struggling to position itself within the conditions set by today's online-first media ecology. The current landscape is characterized by multimedial convergence. Traditional news

organisations are being replaced by transmedia ones that operate on several media platforms, creating, storing and disseminating content in all possible media formats, from text to video, audio, interactives and (although still rarely) 360° immersives. Still, stakeholder consultation by the European Commission identified the issue of content being 'mostly static, not sufficiently adapting to user preferences' and lacking 'easy possibility of creating multiple versions'. Producing quality content, in other words, is time-consuming and cost-ineffective, and return on investment is low. While long text pieces are losing their audience, journalistic content on the internet in general is increasingly fragmented and lacking in context. At the same time, today's most pressing societal issues require in-depth coverage and representation of multiple, often conflicting voices and perspectives. First and foremost, in the realm of the Digital Single Market, this is a problem of content. Second, and intricately connected to content, it is a problem of user experience.

The INDCOR project argues that IDN are a vehicle for high-quality journalism and related media productions to venture far into the 21st century. IDN allow end-users to manipulate storylines and to explore multiple conflicting perspectives. IDN thus creates a new user experience, offering a novel way of engaging with content. Content will become adaptive to the end-user, allowing him or her to create multiple versions. The IDN approach has particular advantages when it comes to the representations of complex topics and thus carries the potential for an enhanced public discourse. At the same time, there are considerable market opportunities for IDN products as a new and attractive media format.

IDN builds on the affordances of the digital medium: procedural (ability to execute software independently), participatory (ability to react to actions by the audience), spatial (ability to present work for spatial traversal) and encyclopaedic (ability to hold vast amounts of information). In interactive digital narratives, the audience has agency, the ability to make meaningful choices and in the process, experiences a transformation not only of the virtual world, but also on a personal level through the awareness of alternative paths and perspectives.

Plentiful knowledge and expertise exists when it comes to the creation of more traditional narrative forms, such as novels, movies, news articles or documentary films. This kind of knowledge is taught in creative writing classes, film and journalism schools, and disseminated in countless books on the topics. Much less is known about the creation of interactive digital narratives. Some of the challenges the IDN creator faces are: How can content be structured when it is no longer presented in a linear, fixed fashion? How can opportunities for interaction be created and how can they be balanced against the need for coherence and overall structure? How can interaction opportunities be translated into a successful user interface? So far, IDN creators have had to solve these issues on an individual basis, for every new work. Consequently, the field of interactive narrative is still in flux. Similarly, the European excellence network IRIS identified authoring as a major concern for research. Yet, so far, little work has been done on developing and identifying generalizable design conventions. Importantly, the need for generalizable design conventions for the novel manifestations of IDN overlaps with the need for new narratives to represent complexity.

1.1.2 DESCRIPTION OF THE CHALLENGE (MAIN AIM)

Many of today's most pressing issues, from climate change and the refugee crisis to the switch to e-mobility, feature multilateral perspectives with different stakeholders, belief systems and complex interrelations that challenge traditional ways of narrative representation. News and other media organizations are keenly aware of the growing gap between the increasing complexity of the stories that need to be communicated to the public, and the limitations of traditional formats (the print or online article, TV news broadcast, documentary) in doing so. The media's crucial role in sustaining the public sphere and furthering democratic discourse is therefore in need of novel approaches that can nevertheless be integrated into current organizations and are mindful of existing patterns of production and consumption.

In this situation, digital technologies in the form of Interactive Digital Narratives (IDN) have been suggested as a way to address these concerns by means of their **ability to create complex interactive representations**. Some compelling examples for IDN exist in the form of interactive documentaries such as the recent award-winning example Last Hijack Interactive (about the different perspectives on piracy in Somalia) or Fort McMoney (on the issues involving a boom town living on the exploitation of oil sands in Canada). Yet, the creation processes for such one-off projects are non-standard, mismatched with the workflows and training of journalists and other media professionals.

The challenge therefore is to change IDNs current status from 'singular achievement' of a small group of 'initiated' practitioners to 'general practice' of many media organisations and companies. The INDCOR project addresses this challenge by means of a coordinated effort in analysing and generalising design and production methods of stand-out IDN works with a particular focus on the representation of complex issues.

1.2 PROGRESS BEYOND THE STATE-OF-THE-ART

1.2.1 APPROACH TO THE CHALLENGE AND PROGRESS BEYOND THE STATE-OF-THE-ART

The aim of INDCOR is to use the untapped potential of IDN for representations of complexity. This requires a coordinated research effort to establish IDN best practices in production and design with a focus on complexity narratives. A body of generalised knowledge of IDN can be established by means of analysing the many stand-out IDN works in existence. While such analyses have been undertaken before, methods and terminology have varied, meaning these have been fragmented efforts that do not contribute to shared knowledge. INDCOR instead proposes, for the first time, a combined and coordinated effort, with shared analytical methods and terminology which allows the partners to contribute to a common body of knowledge. The particular methods used will need to be mixed out of necessity to accommodate an interdisciplinary approach and produce insights applicable to the design process, production/distribution aspects and audience reaction – including comparative analysis of traditional and interactive narrative forms, empirical evaluations of successful design approaches, audience research applying entertainment theory and workflow analysis to understand the best integration of IDN works into existing journalistic practices.

So far, IDN analysis and design relied on underlying models developed from the study of literature and the cinema. The INDCOR project instead acknowledges the 'cognitive turn' in narratology – a perspective that understands narrative not as a property of a specific artefact, but as a cognitive function, a cognitive frame for constructing, communicating, and reconstructing mentally projected worlds. This perspective opens up a space for novel kinds of narrative manifestations – an artefact is a narrative as long as it triggers the cognitive frame of narrative. This basis in addition to an understanding of the affordances and experiential qualities of the digital medium provides a foundation for a novel conceptual model and associated design practices.

Our analysis of interactive works starts with the recognition that the underlying abstractions (short content snippets, time-based sequencing, antagonistic order along a timeline) in combination with an uncluttered, dynamic interface, succeeds in presenting highly complex issues, and – more importantly – makes them accessible for exploration by audiences, which results in a compelling experience. The initial model will be based on an abstraction of interactive documentaries and video games. For example, a comparative analysis of several successful IDNs with a focus on conflicting perspectives can yield additional insights into elements and design approaches.

1.2.2 OBJECTIVES

1.2.2.1 Research Coordination Objectives

The primary objective of INDCOR is to **harness the untapped generative potential of IDN for representations of complexity**. This requires a coordinated research effort to establish IDN best practices in production and design with a focus on complexity narratives. A body of generalised knowledge of IDN can be established by means of analysing the many stand-out IDN works in existence. While such analyses have been undertaken before, methods and terminology have varied, meaning these have been fragmented efforts without coordination.

Therefore, the first task in the INDCOR action will be to decide on shared methodologies and terminology. This framework will then be used to analyse recognised creative achievements (e.g. Last Hijack Interactive, as well as similar projects in interactive documentary and other genres of interactive digital narrative, including narrative video games). The combined efforts of the partners should result in a quickly growing body of knowledge. The concentration on representations of complexity adds another

layer of coordinated enquiry that will connect scholars focused on complexity to researchers and produces concentrating on interactive media. This additional layer will be instrumental in focusing the overall effort by all partners - the action does not look for arbitrary IDN design methods, but the ones focused on complexity.

The goals of this action are rooted both in the fundamental needs of IDN research (theoretical and applied), as well as in the industrial applications of IDN. The minimal goal of the work proposed is to foster a collaborative effort in identifying shared terminology and analytical methods. This goal by itself would represent a significant step forward that can be achieved even if some of the further work cannot be completed. In the best case, the work proposed here will have considerable impact in both academia and media industry. On the academic side, by laying the foundations for a new field of study, and on the industry side by enabling novel media content products that represent complexity. The latter would also impact society, in particular the quality of public discourse, by offering the audience a means to approach and experience complexity in the safe context of a narrative.

A challenge for complex representations is in the potential for indirect and unintended consequences, an aspect INDCOR will address directly as part of the investigation into design aspects (in WG1) and as an issue for the theoretical/ analytical side (in WG2), The network representing INDCOR will be of particular importance to reap maximal scientific benefit, as the close collaboration of the relevant experts in will be essential.

1.2.2.2 Capacity-building Objectives

INDCOR has capacity-building objectives on the academic and the entrepreneurial side. On the academic side, these are the creation of a network and the establishment of foundations for new fields of study and degree programs. On the entrepreneurial side, these are to help establish novel kinds of media products.

Initially, the action creates a focused research network around a novel topic and shared methods of academic enquiry. This network is a capacity in itself, and by drawing attention to the overall topics of IDN and complexity, it will attract additional collaborators. The resulting academic network as a consortium will be able to apply for research funding and help in the training of next generation scholars.

The knowledge produced by the network provides a foundation for new study fields such as 'complexity design', 'interactive narrative studies', and 'interactive journalism'. Graduates of such programs will drive further innovation as scholars and entrepreneurs.

The INDCOR partners also see application of the results as essential to the action. INDCOR will create the foundations for next generation media productions – engaging, and thought-provoking titles created on the basis of a shared body of IDN design knowledge. This means the action will generate knowledge on which new companies will be built.

2 NETWORKING EXCELLENCE

2.1 ADDED VALUE OF NETWORKING IN S&T EXCELLENCE

2.1.1 ADDED VALUE IN RELATION TO EXISTING EFFORTS AT EUROPEAN AND/OR INTERNATIONAL LEVEL

This action is unique in its scope of research topics and also in its internal composition, where we actively sought to strike the best possible balance between the main academic fields involved in INDCOR's core research objectives. At the current state of the proposal, the network reflects the needs and complementary viewpoints of media studies, computer science, journalism, literature, psychology and economics. The IRIS project (EU project ID 231824), a 2009-2011 Network of Excellence aimed to assess the state of Interactive Storytelling and the development of corresponding technologies. In contrast, the present action is concerned with the creation of shared analytical tools and their application

to create directly applicable knowledge for content producers with a concrete purpose in the representation of complexity.

The added value is with an inclusive, pan-European approach, that goes beyond a western-European perspective and our intent to continue to recruit partners to reach all Member States. The international dimension will unite researchers globally around a pressing set of concerns to offer paths to greater lucidity. This is true in particular by the inclusion of with the US, where these issues have attracted some urgency. Indeed, it is only through a project structured in such a manner that the global nature of the problem can be appreciated and tackled.

2.2 ADDED VALUE OF NETWORKING IN IMPACT

2.2.1 SECURING THE CRITICAL MASS AND EXPERTISE

The first short-term goal for INDCOR, to create interdisciplinary dialog will be reached with the start of the COST action, by bringing together scholars and industry practitioners from diverse disciplinary background with different domain expertise to work together on aspects on interactive narrative design and complexity representations.

The long-term scientific impact will be in establishing shared terminology and analytical methods for interactive digital narratives through the collaborative effort of this action, thus overcoming the fragmentation that exists so far. On an even longer time scale, this action might be the starting point for a sub-discipline of “Interactive Narrative Studies” similar to the field of “Video Game Studies” that was established in the early 2000s.

Through the analysis of artefacts, the action partners will contribute to a body of practical, applied design knowledge that can be used in the production of new content and thus it contributes to the EU industry’s content value chain. Specifically, this kind of knowledge - based on shared vocabulary and methodologies - will replace existing ad-hoc methods (which are often learned through costly “trial and error” approaches) and thus reduce production costs for advanced interactive content.

The same analytical and design knowledge can also be used in higher education, potentially enabling the creation of specific minors or even full degree programs. Similar opportunities exist on the side of vocational training, as specialisations for designers, journalists, business analysts and clerical personal focused on data-entry and management.

Finally, in relation to the societal need for a democratic discourse on complex topics, the action will describe means to represent such topics in a way that enable engagement and increased understanding. Complexity IDN will allow its audiences to have agency over the balance between different perspectives and also enable creative experimentation with difficult decisions and their consequences. In that way, Complexity IDN will also set a new standard for the representation of complex topics that, over time, will impact audience expectations – the acceptance of one-sided representations will diminish as audiences will increasingly demand to be informed about additional perspectives.

2.2.2 INVOLVEMENT OF STAKEHOLDERS

The proponents of this action include academic experts (from media studies, computer sciences, narrative analysis, complexity studies, art, and journalism studies), journalists, an NGO working to improve reporting through independent and novel ways of publication and digital media industry stakeholders including video game developers, and general digital content producers. They will use their personal contacts as well as collaboration meetings to recruit additional contributors, also from Inclusiveness Target Countries. We also seek to further involve media industry experts and policy makers (especially in education) in action activities as well.

The promotion of young talents is a particular concern for the partners in this action. We will bring them in close contact with leading figures in IND research, granting them visibility in the scientific community. We will organise two training schools and grant sizable room for young researchers to present and

discuss their results at the action meetings. To maximise the success of ECIs' future careers, the action will also deliver a platform, within its website, to gather job opportunities in the field.

The action has already attracted a substantial number of stakeholders from the scientific community and also includes representatives from journalism and the media production industry as part of the network. These stakeholders' interests span all the disciplines touched by this action, ranging from media studies to journalism, computer science, art, literature/narrative studies, video game development and general digital content creation. This broad reach guarantees that the aim of creating a strong and vibrant community will be fulfilled.

INDCOR will actively disseminate and involve representatives from academic (ECREA, DIGRA, HEVGA, ARDIN, etc.) and industry networks (European Journalism Training Association, WAN-IFRA's Global alliance for media innovation, European Journalism Centre , as well as policy makers to ensure feedback and validation and also to examine the potential opportunities for further development. We intend to hold regular meetings with representatives of the media industry, academics and policy makers outside of the action group. In conjunction with making progress towards INCOR's research objectives, these meetings will also serve to validate INCOR's objectives.

2.2.3 MUTUAL BENEFITS OF THE INVOLVEMENT OF SECONDARY PROPOSERS FROM NEAR NEIGHBOUR OR INTERNATIONAL PARTNER COUNTRIES OR INTERNATIONAL ORGANISATIONS

The project of INCOR has implications for a growing research field outside of Europe. As such, there are clear mutual benefits to the inclusion of leading international experts in the project. This measure assures that the results will be connected to developments outside Europe and will be supported on the international stage.

3 IMPACT

3.1 IMPACT TO SCIENCE, SOCIETY AND COMPETITIVENESS, AND POTENTIAL FOR INNOVATION/BREAK-THROUGHS

3.1.1 SCIENTIFIC, TECHNOLOGICAL, AND/OR SOCIOECONOMIC IMPACTS (INCLUDING POTENTIAL INNOVATIONS AND/OR BREAKTHROUGHS)

The first short-term goal for INCOR, to create interdisciplinary dialog will be reached with the start of the COST action, by bringing together scholars and industry practitioners from diverse disciplinary background with different domain expertise to work together on aspects on interactive narrative design and complexity representations.

The long-term scientific impact will be in establishing shared terminology and analytical methods for interactive digital narratives through the collaborative effort of this action, thus overcoming the fragmentation that exists so far. On an even longer time scale, this action might be the starting point for a sub-discipline of "Interactive Narrative Studies" similar to the field of "Video Game Studies" that was established in the early 2000s.

Through the analysis of artefacts, the action partners will contribute to a body of practical, applied design knowledge that can be used in the production of new content and thus it contributes to the EU industry's content value chain. Specifically, this kind of knowledge - based on shared vocabulary and methodologies - will replace existing ad-hoc methods (which are often learned through costly "trial and error" approaches) and thus reduce production costs for advanced interactive content.

The analytical and design knowledge can also be used in higher education and in professional training, potentially enabling the creating of specific minors or even full degree programs.

Finally, in relation to the societal need for a democratic discourse on complex topics, the action will describe means to represent such topics in a way that enable engagement and increased understanding. Complexity IDN will allow its audiences to have agency over the balance between different perspectives and also enable experimentation with difficult decisions and their consequences.

In that way, Complexity IDN will also set a new standard for the representation of complex topics that, over time, will impact audience expectations – the acceptance of one-sided representations will diminish as audience will demand to also be informed about additional perspectives. INDCOR will make the process of meaning-making more transparent and offer consumers far greater access to the process of disambiguation, an essential component of emerging experience economies. INDCOR outcomes will offer a better comprehension of how meaning is made in enmeshed contexts - crucial as we increasingly expect goods and services to embody and indeed advance cultural and social values.

3.2 MEASURES TO MAXIMISE IMPACT

3.2.1 KNOWLEDGE CREATION, TRANSFER OF KNOWLEDGE AND CAREER DEVELOPMENT

The proponents of this action include academic experts (from media studies, computer sciences, narrative analysis, complexity studies, art, and journalism studies), journalists, an NGO working to improve reporting through independent and novel ways of publication and digital media industry stakeholders including video game developers, and general digital content producers. They will use their personal contacts as well as collaboration meetings to recruit additional contributors, also from Inclusiveness Target Countries. We also seek to further involve media industry experts and policy makers (especially in education) in action activities as well.

The promotion of young talents is a particular concern for the partners in this action. We will bring them in close contact with leading figures in IND research, granting them visibility in the scientific community. We will organise two training schools, and grant sizable room for young researchers to present and discuss their results at the action meetings. To maximise the success of ECIs' future careers, the action will also deliver a platform, within its website, to gather job opportunities in the field.

The action has already attracted a substantial number of stakeholders from the scientific community and also includes representatives from journalism and the media production industry as part of the network. These stakeholders' interests span all the disciplines touched by this action, ranging from media studies to journalism, computer science, art, literature/narrative studies, video game development and general digital content creation. This broad reach guarantees that the aim of creating a strong and vibrant community will be fulfilled.

INDCOR will actively disseminate and involve representatives from academic and industry networks as well as policy makers to ensure feedback and validation and also to examine the potential opportunities for further development. We intend to hold regular meetings with representatives of the media industry, academics and policy makers outside of the action group. In conjunction with making progress towards INDCOR's research objectives, these meetings will also serve to validate INDCOR's results.

3.2.2 PLAN FOR DISSEMINATION AND/OR EXPLOITATION AND DIALOGUE WITH THE GENERAL PUBLIC OR POLICY

Website - The action will maintain a public website to coordinate all dissemination activities. All events planned by the action will be announced there. Teaching materials, as well as research reports, developed software, job opportunities, and publications stemming from the action will be made available for download on this website. External research reports and publications that are of interest to the members of the action will be linked from this website. As part of the stakeholder engagement strategy, core modules aimed at different stakeholder perspectives will be included in the website, alongside practical examples of INDCOR approaches to narrative complexity. This will also link to the interactive digital platform.

Publications – Action members will publish their results in high profile peer- reviewed journals and conference proceedings.

Workshop - INDCOR will organize thematic workshops (WS) each year, co-located with the action meeting. The WS will be an open event, accompanied by discussion sessions and panels boosting the communication between speakers and the audience. The intention is to attract representatives of several stakeholder groups to these workshops.

Training Schools - We will organize two training schools in order to attract new young researchers.

White papers – The action will produce three white papers – one each on the respective topic of the working groups and a final joint one to give an overview on the current activities within the action in relation to educational aspects.

Final Report: A Final report produced jointly by the WGs will give a compact summary over the activities of this action.

Book: INDCOR plans an edited collection of essays which would cover both the theoretical and practical aspects of the Action. In particular, this publication is aimed to disseminate theoretical perspectives on the new discursive practices, facilitate and guide interdisciplinary dialogue as well as provide applied insights through case studies and design-focused analysis.

Interactive digital platform: a platform for example projects will be developed for different stakeholders, which will use results of the action for their design. This platform is intended as a showcase and will thus act as an entry point to INDCOR's work for interested professionals and the public.

Outreach activities - action members will present their work at major conferences in their fields, and use the networks' expertise to prepare joint Grant applications in EU frameworks like Horizon 2020.

4 IMPLEMENTATION

4.1 COHERENCE AND EFFECTIVENESS OF THE WORK PLAN

4.1.1 DESCRIPTION OF WORKING GROUPS, TASKS AND ACTIVITIES

The INDCOR action is organised into two working groups – 1) IDN Design Conventions 2) Narrative Representations of Complexity. Both groups work concurrently and meet regularly. The composition of each WG reflects the mix in the research objectives of the action, including research on analytical methods and narrative representations of complexity, application of these methods in analyses of artefacts, organizing the resulting knowledge, application to industry, and fundamental methodological research. Cross-fertilization across the interdisciplinary fields and clustering of expertise is the main goal of this specific architecture.

Since fragmentation in the terminological sense (different terms used in different fields for the same phenomena) and semantic sense (the same term has different meaning in different fields) is a fundamental problem for all research on IDN, the two workgroups will work jointly to reach a consensus until the first workgroup meeting after 8 months, with separate work starting at the first workgroup meeting. However, continuous interaction between the workgroups will be guaranteed through regular meetings and shared feedback, shared activities (especially the digital platform and the book publication), deliverables and shared communication channel (Slack platform). Seven participants will be in WG 1, six will be in WG2 and the remaining members (eleven) will work in both groups.

4.1.2 DESCRIPTION OF DELIVERABLES AND TIMEFRAME

The main task of WG1 is to advance the knowledge of IDN design methods. This means to carefully analyse the successful design methods that make standout IDN works successful and then make the results of this analysis available as practical knowledge for application in the industry and as transferable knowledge for training and education. The main innovations of this WG are:

1. To decide on a shared vocabulary for IDN analysis and design
2. To develop methods for the analysis of IDN works, starting with the partner's existing approaches and further developing them, into a shared toolbox of empirical methods for the analysis of interactive narrative design methods.
3. To share this toolbox for application on the scale of the action network and thus enable the gathering of a body of design knowledge.

4. To advise application of this design knowledge in prototypes and teaching and evaluate the results
5. To share prototypes and design guidelines in an easily accessible way through a digital platform as part of the exploitation trajectory

A wider application of the action's analytical methods and design knowledge, as well as empirical work is desirable, yet is dependent on the partners pooling existing resources and attaining matching external funding. This key aim will be a strong focus from the outset of the Action, and one of the main foci for planning collaboration in the initiating network meetings.

WG1: IDN DESIGN CONVENTIONS			
Main Aim	Advance the understanding of IDN design by the use of analytical methods. This WG aims to gather a body of generalised, transferable design knowledge for narrative works under interactive conditions.		
Tasks & Deliverables	T1.0	Setup website and online infrastructure	M01-M02
	D1.0	Project website and online infrastructure	M02
	T1.1	Formalise on a shared vocabulary for IDN research and practical design	M01-M09
	D1.1	Formal shared vocabulary for IDN (shared with WG2 T2.1)	M09
	T1.3	Develop analytical methods to gather design knowledge from existing artefacts and train attendees at Year 2 Training School (M17)	M10-M18
	D1.2	Year one progress report (shared with WG2, D2.2)	M12
	D1.3	Report on early results on analytical methods	M18
	T1.4	<p>Application Phase: Apply this gathered knowledge in prototypes and teaching.</p> <ul style="list-style-type: none"> • Hold Year 2 Workshop (M21) to discuss results and present gathered design knowledge and planning for application of knowledge in industry prototypes and teaching. Begin discussions on whitepaper (D1.4) • Hold Year 2 Action Conference (M24) to discuss with wider audience and present early results. • Hold Year 3 Workshop (M31) discussing results from first application phase and discussing finished whitepaper (D1.3.1). • Hold Year 3 Action Conference (M36) to discuss with wider audience presenting results of “physiologically enhanced analytics.” <p>Begin work on IDN complexity prototypes</p> <ul style="list-style-type: none"> • Hold Year 4 Workshop (M42) discussing evaluation of complexity prototypes and application of design knowledge • Hold Year 4 Training School (M44) training attendees in design of complexity narratives • Hold Year 4 Final Action Conference (M48) discussing results and planning with wider audience 	M18-M46

WG1: IDN DESIGN CONVENTIONS			
	D1.4	Whitepaper on IDN Design Conventions	M31
	D1.5	Year three progress report (shared with WG2, D2.5)	M36
	T1.6	Collect guidelines to sustain the creation of a wider body of IDN design knowledge	M18-M46
	D1.6	Education white paper providing guidelines on IDN Design Knowledge and Practice (linked to WG2 D2.4)	M46
	T1.7	Apply the design knowledge in IDN complexity prototypes and evaluate the results	M36-M48
	D1.7	Report on IDN Design Conventions for Complexity Prototypes	M48
	T1.8	Develop interactive digital platform for prototypes and design guidelines online with associated exploitation plan	M36-M44
	D1.8	Interactive digital platform to enable the public dissemination of the results of the Action Interactive digital platform and exploitation plan	M44
	D1.9	Knowledge Transfer and Exploitation Plan for the results of the COST Action	M44
	T1.10	Collecting essays for an edited book and editing the book (shared with T2.6 in WG 2)	M36-M42
	D1.10	Edited book (shared with D2.6 in WG 2)	M48
	MST 0	Kick-Off Meeting	M01
Milestones	MST 1	Year 1 Workshop	M09
	MST 2	Year 2 Training School	M17
	MST 3	Year 2 Workshop	M21
	MST 4	Year 2 Action Conference	M24
	MST 5	Year 3 Workshop	M31
	MST 6	Whitepaper on IDN Design Conventions	M31
	MST 7	Year 3 Action Conference	M36
	MST 8	Year 4 Workshop	M42
	MST 9	Year 4 Training School	M44
	MST 10	Interactive digital platform	M44

WG1: IDN DESIGN CONVENTIONS			
	MST 11	Education Whitepaper	M46
	MST 12	Report on IDN Complexity Prototypes	M48
	MST 13	Edited Book (shared with WG 2's MST 25) – one combined book	M48

The main task of WG2 is to advance our understanding of narrative representations of complexity and how IND could be best applied to improve upon existing representations. The main aims of this WG are:

1. Develop an understanding how narrative can represent complexity
2. Develop an understanding how interactivity can improve the representation of complexity
3. Investigate system theory and other scientific models of complexity for IDN

WG2: NARRATIVE REPRESENTATIONS OF COMPLEXITY			
Main Aim	Advance the understanding of Narrative Representations of Complexity. This WG aims to understand how interactive narratives can represent complexity		
Tasks & Deliverables	T2.0	Setup website and online infrastructure (shared with WG1 T1.0)	M01-M02
	D2.0	Project website and online infrastructure (shared with WG1 T2.0)	M02
	T2.1	Formalise on a shared vocabulary for IDN research and practical design shared with WG1 T1.1)	M01-M09
	D2.1	Formal shared vocabulary for IDN (shared with WG1 D1.1)	M09
	D2.2	Year one progress report (shared with WG1, D1.2)	M12
	T2.3	Develop an understanding how narrative can represent complexity and train attendees in complexity representations at Year 2 Training School (M17)	M10-M18
	D2.3	Report on early results on narrative representations of complexity	M18

WG2: NARRATIVE REPRESENTATIONS OF COMPLEXITY

	T2.4	<p>Application Phase: Apply this gathered knowledge in industry prototypes and teaching.</p> <ul style="list-style-type: none"> • Hold Year 2 Workshop (M21) to discuss results and present knowledge gathered on the relationship between narrative and complexity. Begin discussions on whitepaper (D2.4) Hold Year 2 Action Conference (M24) to discuss with wider audience and present early results on the role of interactivity in complexity narratives. • Hold Year 3 Workshop (M31) discussing results from investigation of scientific models of complexity and discussing finished Whitepaper on Role of Interactivity in Complexity Narratives (D2.3.1) • Hold Year 3 Action Conference (M36) to discuss with wider audience presenting results of scientific complexity models for narrative. <p>Begin work on IDN complexity prototypes</p> <ul style="list-style-type: none"> • Hold Year 4 Workshop (M42) discussing evaluation of complexity prototypes and application of design knowledge. Discuss concrete application of these models in the light of design methods with WG1. • Hold Year 4 Training School (M44) training attendees in models for complexity narratives. • Hold Year 4 Final Action Conference (M48) discussing results and planning with wider audience • 	M18-M46
	D2.4	Whitepaper on Role of Interactivity in Complexity Narratives	M31
	D2.5	Year three progress report (shared with WG1, D1.4)	M36
	T2.6	Collect guidelines to sustain the creation of a wider body of IDN design knowledge	M18-M46
	D2.7	Education white paper providing guidelines on IDN Design Knowledge and Practice (linked to WG1 D1.4)	M46
	T2.8	Apply the design knowledge in IDN complexity prototypes and evaluate the results	M36-M48
	D2.8	Report on Role of Interactivity for IDN Complexity Prototypes	M48
	T2.9	Collecting essays for an edited book and editing the book (shared with T1.7 in WG 2)	M36-M42
	D2.9	Edited book (shared with D1.7 in WG 1)	M48

WG2: NARRATIVE REPRESENTATIONS OF COMPLEXITY			
	MST 14	Formal consensus on shared vocabulary	M09
Milestones	MST 15	Year 2 Training School	M17
	MST 16	Year 2 Workshop	M21
	MST 17	Year 2 Action Conference	M24
	MST 18	Year 3 Workshop	M31
	MST 19	Whitepaper on Role of Interactivity in Complexity Narratives	M31
	MST 20	Year 3 Action Conference	M36
	MST 21	Year 4 Workshop	M42
	MST 22	Year 4 Training School	M44
	MST 23	Education Whitepaper	M46
	MST 24	Report on IDN Complexity Prototypes	M48
	MST 25	Edited Book (shared with WG 1's MST 13) – one combined book	M48

4.1.3 RISK ANALYSIS AND CONTINGENCY PLANS

The MC chair together with the WG leaders will closely monitor the progress of the work to identify and mitigate the risks to the success of INDCOR in a timely manner. This approach will ensure that in addition to the risks, the Action is well prepared to unforeseen circumstances. The major risks are listed in the following tables.

External Risk	Probability	Impact	Mitigating action
High-complexity of research goals	Medium	High	This risk might be caused by unexpected problems arising while working on the problems. To minimize this risk, proper cooperation of the action members will be fostered via regular meetings, and reports to the WG leaders.

Results not up-to-date	Low	High	.The leading experts of the fields are part of INDCOR. This ensures that the research questions and methods are at the state-of-the-art, and beyond. Our dissemination and outreach activities will guarantee that this will remain throughout the lifetime of this Action, and beyond.
Funding Risks	Low	Medium	.INDCOR members will actively take part in funding applications in their countries and at the European Level in the framework of Horizon 2020, using the work within this action
Internal Risks	Probability	Impact	Mitigating Action
Lack of involvement of Action members	Moderate	Low	The network is already well-staffed with relevant experts to the point where no single member is essential to the action. A replacement will be elected or appointed for management roles.
Difficulty in involving ECI, ITC in the Action, or in gender balancing	Low	Moderate	Targeted campaigns to enrich the action participation, careful location planning of internal meetings.
Delay in implementation of novel analysis techniques	Moderate	Moderate	.The expertise of the network, together with a careful comparison with existing approaches, will guide the development of new tools. Within the network, established tools exist that can serve as a starting point for new development

4.1.4 GANTT DIAGRAM

INDCOR

