

Abstract - “Statement of Creative Practice: Creative Making and VR Literature”

Constructing creative writing in XR (aka Extended Reality: an umbrella term that covers Augmented Reality, Virtual Reality, Mixed Reality, and a fourth category called Synthetic Reality), and VR in particular, is an exciting and recent phenomenon in the Electronic Literature field. This proposed Statement of Creative Practice will examine the scope and reach of XR artforms while focusing in particular on the subset of VR Literature while exploring XR’s potential to extend traditional storytelling and expressive parameters, as well as its use as an embodied storytelling medium with the potential (if executed properly) to impact an audience in an exceedingly granular, and personal, fashion. This Statement will examine VR Literature from an applied point of view through outlining the practicalities and potentials of the medium including its concentrated nature and experiential quality, and how this manifests in my personal practice in order to produce XR projects that expressively impact-hit. My Statement of Creative Practice will take the form of a VR and 3D-modelled VR Literature work that will both comment on, while manifesting in, this emergent format.

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