Annotation

Interactive cinema is a relatively unexplored area of film and new media studies. This thesis summarizes the theories and models which relate to interactivity, interactive narrative and interactive cinema that have been developed so far, and defines the main elements which the interactive cinema consists of. It sets this area in the context of new media and their properties, such as interactivity and convergence. It also briefly deals with interactive cinema from the historical perspective. The thesis explains the basic methods of narrative and visual analysis, especially in the context of interactive cinema. These findings are then used in the analysis of three films with a nonlinear narrative structure using viewers interaction. These movies are set into the models and theories that were introduced in the first part of this thesis. Finally, the films are compared and confronted with the author's hypothesis, which is based on the relatively negative public acceptance of interactive cinema.