

CRAFTING STORIES FOR

CRAFTING STORIES FOR VIRTUAL REALITY

MELISSA BOSWORTH
AND LAKSHMI SARAH



OR VIRTUAL REALITY

ABOUT

CRAFTING STORIES FOR VIRTUAL REALITY

Perfect for digital creatives, industry leaders, innovative thinkers, and educators.

**REQUIRED READING FOR
COURSES AT STANFORD
UNIVERSITY AND UC
BERKELEY ON VR, AR AND
IMMERSIVE STORYTELLING**

AUTHORS

MELISSA BOSWORTH

is a developer, multimedia journalist, and 360 video producer. In her work as a reporter, features writer, digital producer and videographer she has covered energy, the environment, technology and policy across the Americas and in Europe. She is co-founder of Tiny World Productions.

LAKSHMI SARAH

is an educator, author, and journalist with a focus on innovative storytelling. She has worked with newspapers, radio and magazines from Ahmedabad, India to Los Angeles, California. She has written and produced for Die Zeit, Global Voices, AJ+, KQED, Fusion Media Group and the New York Times. She co-founded Tiny World Productions to focus on immersive video content.

PRAISE FOR THE BOOK

"This is the book we've been waiting for! I can't wait to use the deeply engaging content in the classroom. The authors present an engrossing and essential text that delivers astute observations and case studies essential for any storyteller who wants to create impactful, cutting-edge stories. A must have for teachers, practitioners and anyone interested in telling better stories in this new immersive environment."

— **Richard Koci Hernandez**, UC Berkeley Graduate School of Journalism

"It is the first and best overview of the field and gives real and valuable insight of the storytelling practices."

— **Esa Sirkkunen**, Tampere University, Finland

"I am using this book as a text for a journalism course in virtual reality. The book covers everything from definitions to future technology and uses recent immersive pieces to glean insights on best practices from the creators as well as the experiences."

— **Geri Migielicz**, Stanford University



WHAT'S IT ALL ABOUT?

With over **30 case studies** based on over **40 interviews** with creators in the field, the aim of this book is to distill the lessons learned into a useful guide for reporters, filmmakers and writers interested in telling stories in this emerging medium.

Examining a variety of groundbreaking work across industries, this text explains, in practical terms, how storytellers can create their own powerful immersive experiences.



For more information about this book and Tiny World Productions check out www.craftingstoriesforvr.com
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