

Interactive and Non-Linear Narrative: Theory and Practice

21W.765J, 21L.489J, CMS.845

Assignment 10:

Watch one of the following films:

- *Groundhog Day* (Harold Ramis – 1993)
- *Rashomon* (Akira Kurasawa – 1950)
- *Sliding Doors* (Peter Howitt – 1998)
- *Memento* (Christopher Nolan – 2000)
- *Time Code* (Mike Figgis - 2000)
- *The Limey* (Stephen Soderberg – 1999)

Make notes of how the film constructs its non-linear and/or parallel narrative.

What are the techniques employed in this film that divert from a more traditional linear story telling?

What effect does this have on the evolvment of the story?

What are the “pleasures” (Janet Murray) that arise from the film’s non-linear and/or parallel narrative?

Post a brief comment (1 page) on BSCW and be prepared to present your film in class.