

Engagement in AD: So Simple, and yet So Complex

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In this presentation

1. Why engagement?
2. But... What exactly is engagement?
3. Toward a theoretical proposal of engagement in AD.
4. Some strategies that could (perhaps) enhance engagement in AD
5. Please remember that...

1. Why engagement? (I)

- Informal conversations with BVI who stated:
 - “I don’t always enjoy AD. Some times I feel as if I had to work. I feel frustrated and I can’t **enjoy** the movie.”
 - “In some films the narrator’s voice doesn’t work. The killer is chasing his victim and you hear this plain voice saying ‘he opens the door’. It **kicks me out of the story.**”

- AD guidelines and training documents state:
 - “(...) providing description of the highest quality to **engage** the partially sighted audience fully in the story.” (AMI & CAB, 2014).
 - “The aim [of AD] should be to **enhance the enjoyment** of a program.” (Ofcom, 2017).

2. But... What exactly is engagement? (I)

- ❑ No clear definition in the literature.
- ❑ Inconsistent and confusing use of three key terms: **engagement**, **immersion** and **enjoyment**.
- ❑ A variety of models of narrative/ media engagement and enjoyment.



3. Toward a theoretical proposal of engagement in AD

- Based on Busselle & Bilandzic (2008, 2009).
 - Mental models approach
- With **comprehension** and **immersion** as essential processes for **engagement**.

3.1. Three definitions

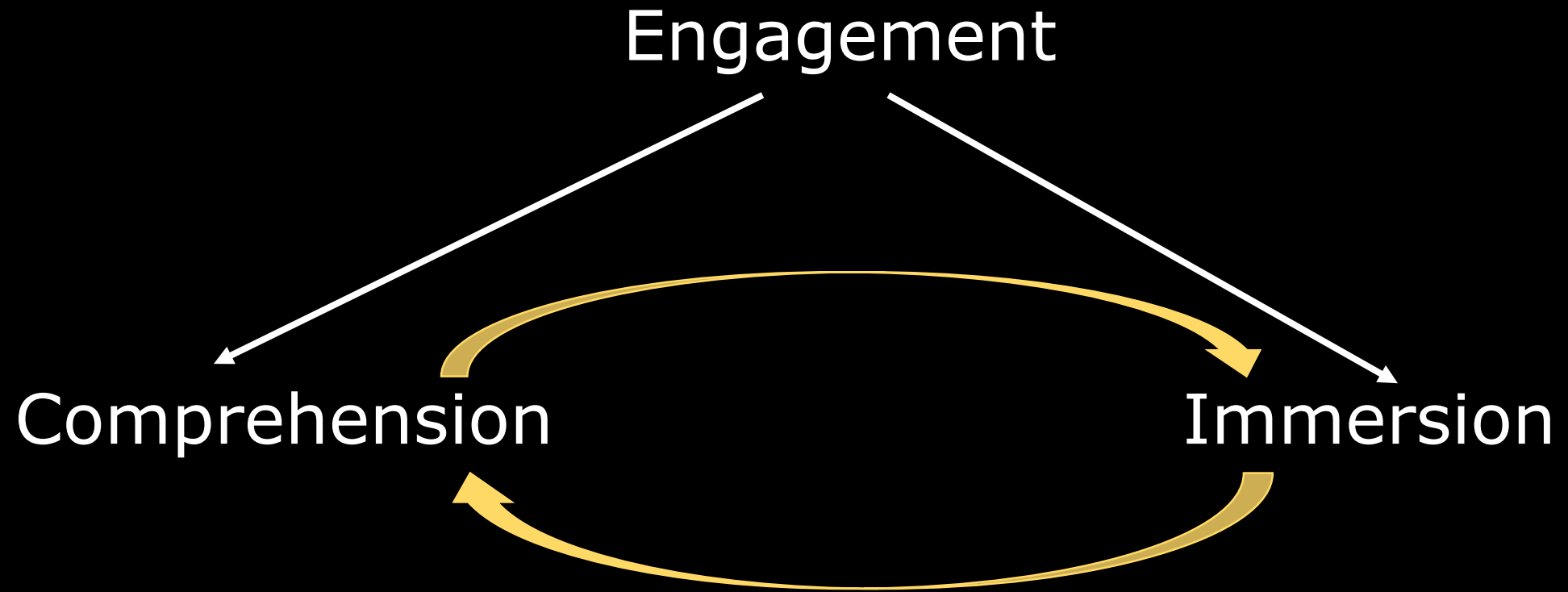
Engagement:

State in which audiences are drawn into and **keep interest in the story**. Engaged spectators wish to know what will happen next.

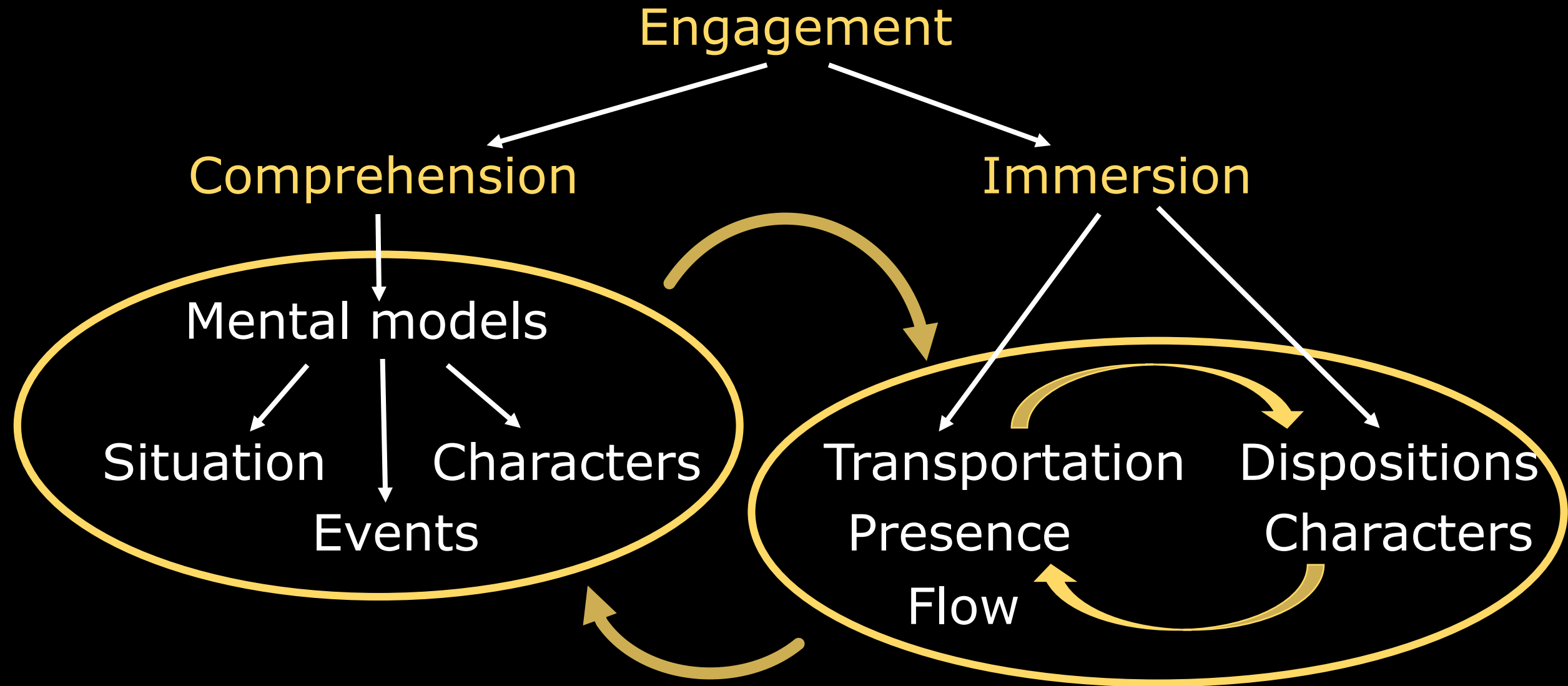
NEEDS:

- ❑ **Comprehension:** reached through the creation and updates of mental models on the situation, characters and events.
- ❑ **Immersion:** “the experience of being **transported** to an elaborately simulated place (...). We seek the same feeling from a psychologically immersive experience that we do from a plunge in the ocean or swimming pool: the sensation of being surrounded by a completely other reality.” (Murray, 1997: 98).

3.2. Up to now



3.3. Comprehension and immersion





Real world



Attention



Fictional world

4. Some strategies that could (perhaps) enhance engagement in AD

□ Technical strategies

- High quality final mix

Positive impact in **comprehension** and **immersion**

- Narration (Voice & Intonation)

Are we sure that “neutral” is always better, especially in terms of **immersion**?

□ Script-related strategies (I)

- Amount of AD info (+/- info)
- AD delivery speed (fast/slow narration)
- Presentation of AD (e.g. long/short chunks of AD)

Affect cognitive load, comprehension & immersion

Individually but possibly through their interaction.

Could we modulate them taking into account the original film (length, narrative complexity and density of dialogues) in order to reduce cognitive load?

□ Script-related strategies (II)

- Style of AD (neutral/expressive)

Vivid ADs might help **immersion**

- Degree of interpretation (objective/± interpretive)

Could a certain degree of interpretation be used to help **comprehension** & **immersion** (especially in cognitively demanding films)?

5. Please remember that...

- ❑ This is a theoretical proposal that needs empirical research.
- ❑ Work in progress.
- ❑ Feedback highly appreciated!

References

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Thank you!

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