

StorylineViz - une méthode d'analyse et de visualisation du contenu spatio-temporel de parcours ou récits

StorylineViz

Enjeux et principaux choix :

- Un lieu est décrit, par **une échelle** (intérieur, édifice, rue, ville, *etc.*) ;
- Un temps est décrit par **un ordre** avant/après (*i.e.* temps ordinal), dans le présent du récit ou dans le passé du récit ;
- Une situation est aussi caractérisée par des **acteurs** et leurs **mouvements**.

movement indicator • space; • time: • people_description |

StorylineViz

Introduction

StorylineViz

Méthode de travail :

Le parcours, ou récit, est **discrétisé en situations indépendantes** correspondant en gros à des triplets [lieu, temps, acteurs].

Le passage d'une situation vers une autre est généralement déterminé par **le changement de valeur d'un de ces éléments**:

- changement de lieu
- changement de temps
- changement d'acteurs
- passage d'une situation statique à une situation dynamique

movement indicator •space; •time:•people_description|

StorylineViz

Méthode de travail :

- Un lieu est associé à une parmi 12 échelles spatiales (regroupées en trois classes)
cf. slide 10

group	code	static [0]	movement [1]	definition
	0	00 ?	10 ?	not defined
a	1	01 ●	11 ●	a room, one-piece interior
	1x	01x ●	11x ●	
b	2	02 ■	12 ■	an ensemble of several pieces constituting one whole (an apartment, a shop), but smaller than the whole building
	2x	02x ■	12x ■	
c	3	03 ■	13 ■	a building, or ensemble of buildings (ex. hotel composed out of several buildings)
	3x	03x ■	13x ■	
d	4	04 ■	14 ■	outside of a building, both interior (ex. courtyard, tea garden) and exterior, immediate vicinity of a building
	4x	04x ■	14x ■	
e	5	05 ○	15 ○	inside one property (ex. a garden belonging to the house)
	5x	05x ○	15x ○	
f	6	06 ○	16 ○	public spaces (ex. street, public garden)
	6x	06x ○	16x ○	
g	7	07 ●	17 ●	settlement, populated place (ex. town, village, hamlet)
	7x	07x ●	17x ●	
h	8	08 ○	18 ○	a particular area of land outside of settlements
	8x	08x ○	18x ○	
i	9	09 ●	19 ●	an area of land outside populated places (ex. rural area, wood)
	9x	09x ●	19x ●	
j	10	010 ●	110 ●	on the territory of the default political unit (ex. Russia) or its equivalent
	10x	010x ●	110x ●	
k	11	011 ●	111 ●	a exterritorial unit (ex. exterritorial waters, no one's land, ...), or a continent, (ex. Asia)
	11x	011x ●	111x ●	
	v ~			not spatial

StorylineViz

Méthode de travail :

- Un lieu est associé à une parmi 12 échelles spatiales
- Un temps est repéré comme :

appartenant au fil du récit / au fil du passé,

Des étapes parallèles du point de vue temporel sont repérées comme telles.

movement indicator • space; • time: **people**_description |

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- Un lieu est associé à une parmi 12 échelles spatiales
- Un temps est repéré comme appartenant au fil du récit / au fil du passé, en rupture / en continuité
- Chaque personnage ou groupe de personnages cohérent est repéré en amont, et peut être associé si nécessaire à une situation.

movement indicator •space; •time:•people_**description** |

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- Un temps est repéré comme appartenant au fil du récit / au fil du passé, en rupture / en continuité
- Chaque personnage ou groupe de personnages cohérent est repéré en amont, et peut être associé si nécessaire à une situation.
- Les situations sont repérées comme dynamique ou statique.
- A chaque situation est associé un court texte.

Applications ?

- décrire de façon synthétique et systématique des parcours (parcours urbains, itinéraires touristiques ou professionnels, *etc.*) à **fins de comparaison** – type et nombre d'épisodes sur tel ou tel parcours, motifs d'alternances réguliers ou non, *etc.* ;
- piloter par les situations telles que définies plus haut la **restitution** cartographique ou volumétrique de «**carnets de voyages**» **emblématiques** ;
- restituer / prévoir les évolutions dans le temps long d'un parcours du point A au point B ;
- comparer les restitutions faites par différents individus d'une même série d'évènements ;
- assister « **l'enseignement** » d'un texte dans une démarche ludo-pédagogique.

group	code	primary space
	?	The space is specified but it is difficult to determinate to which scale it may correspond (<i>e.g.</i> metaphorical description) > <i>a wretched place of solitude</i>
	0	the space is not specified
	1	a room, an one-piece interior, a mono-space vehicle (<i>e.g.</i> a wreck of a car or bus, a detached carriage) > <i>A woman with an open white coat appeared in the waiting room.</i>
	2	an ensemble of several rooms constituting one self-contained whole (<i>e.g.</i> an apartment, a shop) situated inside a building or its equivalent – <i>i.e.</i> a ‘vehicle’ that can not move (<i>e.g.</i> a private carriage, a wrack of a ship) and representing <u>only a part of it</u> > <i>He stood at the window of the small service apartment in Wharf West.</i>
	3	a building or its equivalent - an independent vehicle (out of order) and subdivided into sub-spaces (<i>e.g.</i> a plane, a ship) or an ensemble of such structures forming one entity (<i>e.g.</i> hotel composed out of several buildings, a wreck of a train, a double-decker bus) > <i>A man believed to be in his 60s has died in a house fire in Newry.</i>
	4	the space outside of a building, either an exterior space in the immediate vicinity of a building (<i>e.g.</i> in front of the building) or an external space surrounded by a building (<i>e.g.</i> a courtyard, a tea garden, a roof, a balcony or terrace outside of the building, the deck of a wrack of a ship) > <i>The steward ran out after him to the hotel's rear garden.</i> > <i>The team was informed that Sharbat talked to a woman in a nearby guesthouse.</i>
	5	a place situated somewhere on the territory of a bigger residential property (<i>e.g.</i> a big garden surrounding a guesthouse) > <i>Jane was reading somewhere in the guesthouse's garden .</i>
	6	a public, open space located inside or on the territory of a settlement (<i>e.g.</i> a street, a public garden) > <i>She was waiting further down the street.</i>
	7	an urban area composed of several independent entities (<i>e.g.</i> buildings streets, squares), regardless of its size (<i>e.g.</i> town, village, hamlet, settlement) > <i>John my honey, I am in London.</i> > <i>In the next hamlet, there lives another dairy farmer, who is the complete antithesis to Jean-Michel.</i>
	8	<u>a particular</u> area of land outside of urban areas (<i>e.g.</i> forêt de Rouvray) > <i>They accelerated entering dark forêt de Rouvray.</i>
	9	<u>an unidentified</u> area of land outside of urban areas – described in general terms (<i>e.g.</i> a field, a wood) > <i>The train stopped in the middle of nowhere.</i> > <i>Below the village of Stoke.</i>
	10	on the territory of a kind-of ‘political’ unit or its equivalent (<i>e.g.</i> in Russia, in Borogravia) > <i>He spent two years in Borogravia.</i>
	11	an exterritorial unit (<i>e.g.</i> ‘exterritorial zones (<i>ocean, sea, ...</i>) no one’s land, very high in the air, ...) or a place defined by very general space descriptor (<i>e.g.</i> Asia, unknown continent, unknown island) > <i>It is believed he died at sea, leaving his widow with 5 children.</i>
~	v	a text that does not concern space (<i>e.g.</i> a description of a personage) > <i>He was a tall, heavy looking young man of five and twenty. His air was grave and stately, and his manners were very formal. ...</i>

group	code	primary space	/	nested situation
	?		✦ ✦	
	0		? ?	
a	1			
b	2		● ●	
c	3			
d	4	■		●
e	5	■		●
f	6	■		●
g	7	■		●
h	8	■		●
i	9	■		●
j	10	■		●
k	11	■		●
v		~		

Spatial Sequences

first mention of the space

spatial continuity - same space as before

A primary situation has a simple indicator that implies that the actor(s) is inside the primary space.

In nested situations actors are inside a ‘vehicle’ (or its equivalents - e.g. a wardrobe that can be transported with someone closed inside) that may move inside the primary space. Nested situations require an additional segments in their alphanumeric codes.

group	code	static [0]	/	dynamic [1]
	?			
	0			
a	1			
b	2			
c	3			
d	4			
e	5			
f	6			
g	7			
				
h	8			
i	9			
j	10			
k	11			
v		~		

Spatial Movements

nested situation

primary space

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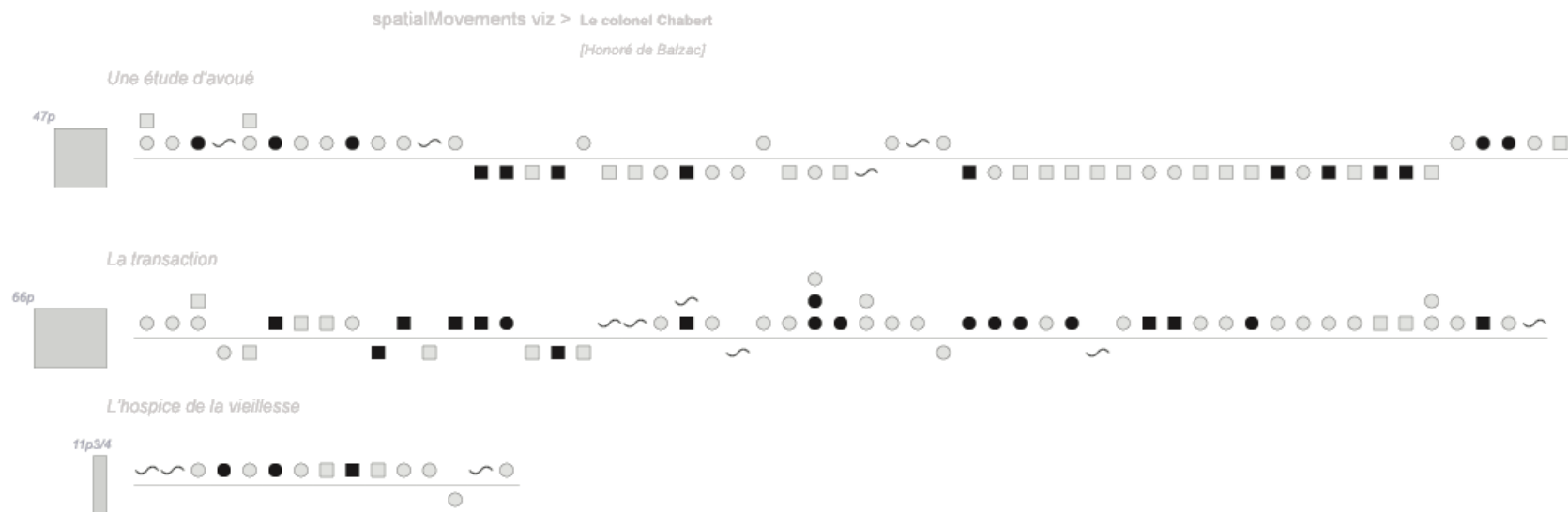
group	code	static [0]	motion [1]	nested [a]	flying [l]	on the water [w]	under the water [u]	in a dream [s]
	?	?0	?0	_?a	_?l	_?w	_?u	« »
	0	00	00	_0a	_0l	_0w	_0u	« »
	1	01	11	_1a	_1l	_1w	_1u	« »
	1x	01x	11x	_1ax	_1lax	_1wax	_1uax	« »
	2	02	12	_2a	_2l	_2w	_2u	« »
	2x	02x	12x	_2ax	_2lax	_2wax	_2uax	« »
	3	03	13	_3a	_3l	_3w	_3u	« »
	3x	03x	13x	_3ax	_3lax	_3wax	_3uax	« »
	4	04	14	_4a	_4l	_4w	_4u	« »
	4x	04x	14x	_4ax	_4lax	_4wax	_4uax	« »
	5	05	15	_5a	_5l	_5w	_5u	« »
	5x	05x	15x	_5ax	_5lax	_5wax	_5uax	« »
	6	06	16	_6a	_6l	_6w	_6u	« »
	6x	06x	16x	_6ax	_6lax	_6wax	_6uax	« »
	7	07	17	_7a	_7l	_7w	_7u	« »
	7x	07x	17x	_7ax	_7lax	_7wax	_7uax	« »
	8	08	18	_8a	_8l	_8w	_8u	« »
	8x	08x	18x	_8ax	_8lax	_8wax	_8uax	« »
	9	09	19	_9a	_9l	_9w	_9u	« »
	9x	09x	19x	_9ax	_9lax	_9wax	_9uax	« »
	10	010	110	_10a	_10l	_10w	_10u	« »
	10x	010x	110x	_10ax	_10lax	_10wax	_10uax	« »
	11	011	111	_11a	_11l	_11w	_11u	« »
	11x	011x	111x	_11ax	_11lx	_11wax	_11uax	« »
	v	~						

Spatio-temporal continuity

Temporal continuity indicator	graphic code			
		Temporal continuity	Spatio-temporal continuity	
continuous time				Continuation of successive actions
after an instant				a situation that takes place after a very short lapse of time – nothing could have happened in-between
anchored + defined lapse of time		 	 	the situation that is <u>anchored in the time</u> of the story and takes place after or before a <i>defined lapse of time</i> (e.g. <i>after an hour, next morning</i>) (e.g. <i>earlier, while Jane was walking towards the old church; five minutes earlier in the doctor's house</i>)
anchored + unspecified lapse of time		 	 	the situation that is <u>anchored in the time</u> of the story and takes place after or before an <i>undetermined lapse of time</i> (e.g. <i>later on, the same month</i>), or happens in the beginning of the story (<i>the first situation anchored in time - e.g. a date is given</i>)
unanchored event				temporally unanchored situation or the first (unanchored) situation
not temporal				lack of temporal clues
earlier				a minor jump back in time of the narration that points on a particular moment
after an instant	in the past			a situation that takes place after a very short lapse of time – nothing could have happened in-between
anchored + defined lapse of time	in the past	 	 	the situation that is <u>anchored in the time</u> of the story and takes place after or before a <i>defined lapse of time</i> (e.g. <i>after an hour, next morning</i>) (e.g. <i>earlier, while Jane was walking towards the old church; five minutes earlier in the doctor's house</i>)
anchored + unspecified lapse of time	in the past	 	 	the situation that is <u>anchored in the time</u> of the story and takes place after or before an <i>undetermined lapse of time</i> (e.g. <i>later on, the same month</i>), or happens in the beginning of the story (<i>the first situation anchored in time - e.g. a date is given</i>)
unanchored event	in the past			temporally unanchored situation or the first (unanchored) situation
customary, habitual or repetitive action				customary, habitual nature of an action, repetitive action (e.g. a habit of driving a car in a town)
compound / parallel situations				situations that happen in the same time (independent, unilateral, mutual)

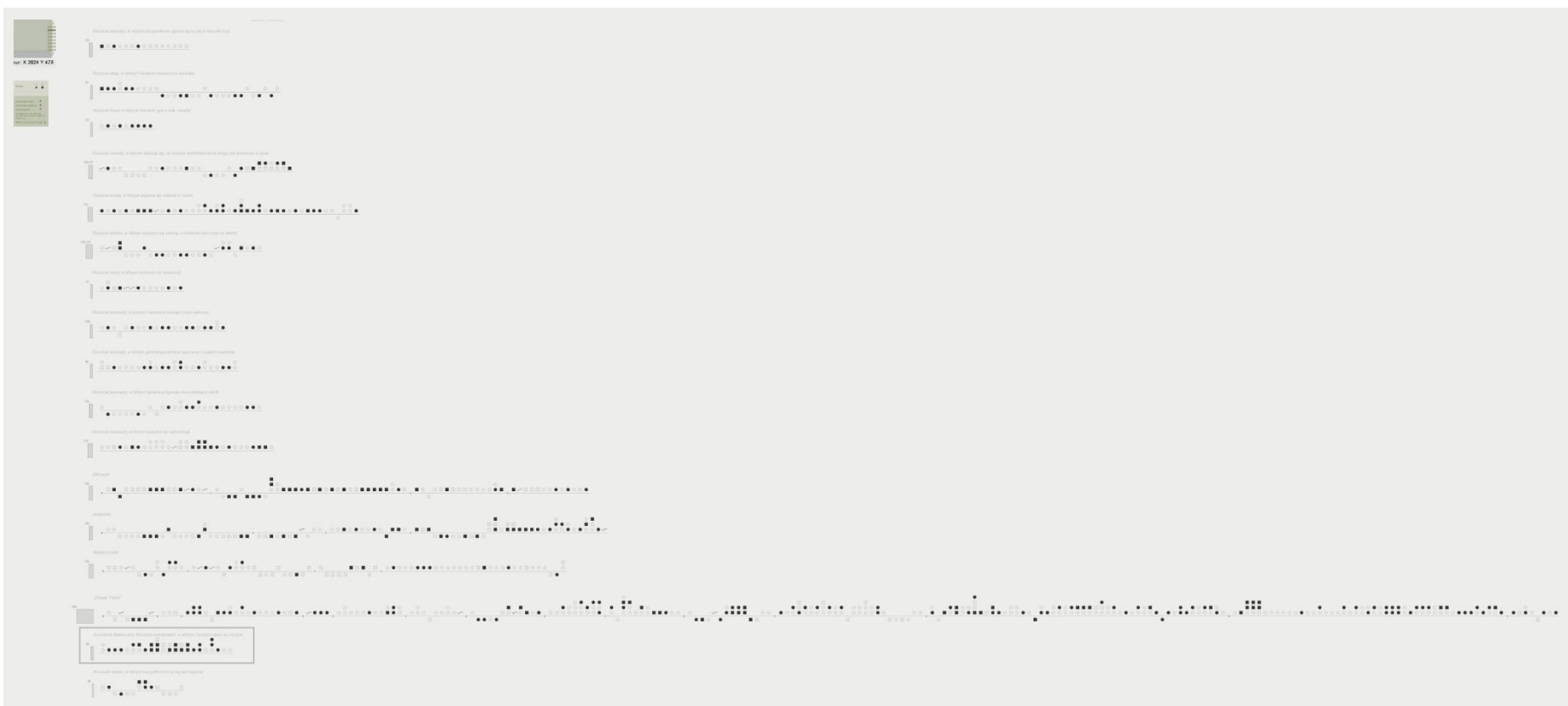
Exemples

Spatial movements

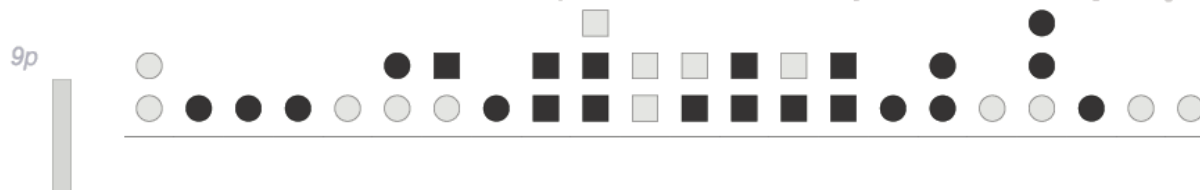


Spatial movements

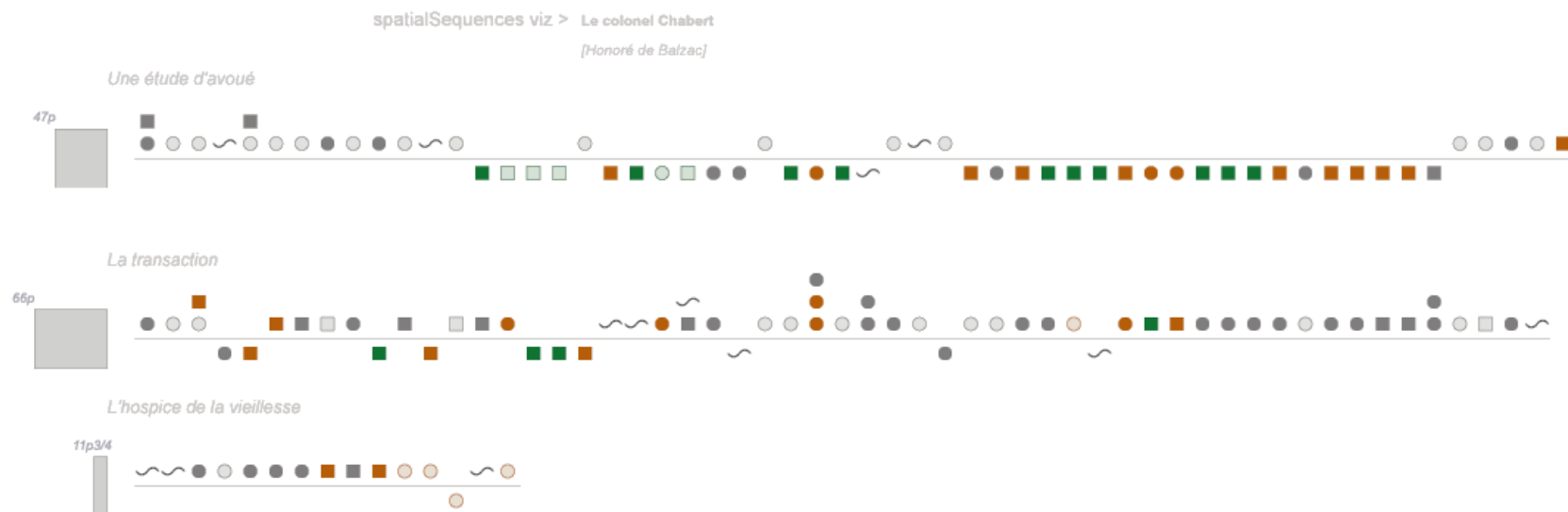
Boris Akunin, *Śmierć Achillesa* (*Смерть Ахиллея*), trad. Jerzy Czech, Świat Książki, 2010 (first ed. 2008)



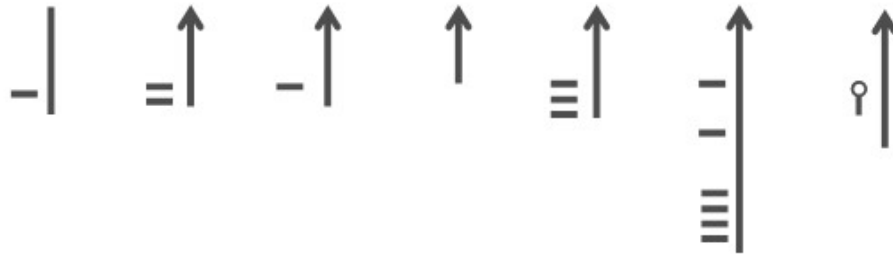
Szwedzka Brama albo Rozdział przedostatni, w którym Fandorin staje się niczym



Spatial Sequences



Temporal continuity

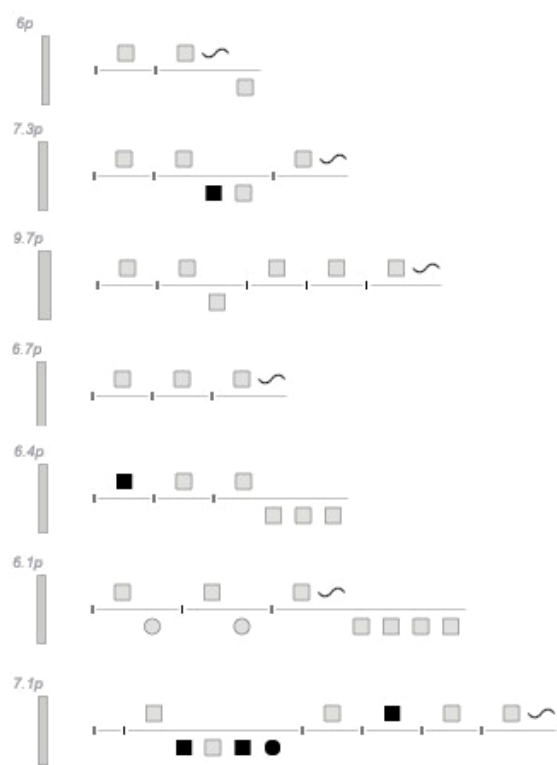


Sophocle, *Antigone*
trad. P.Mazon revue par J. Irigoin
Le Livre de Poche, 1991

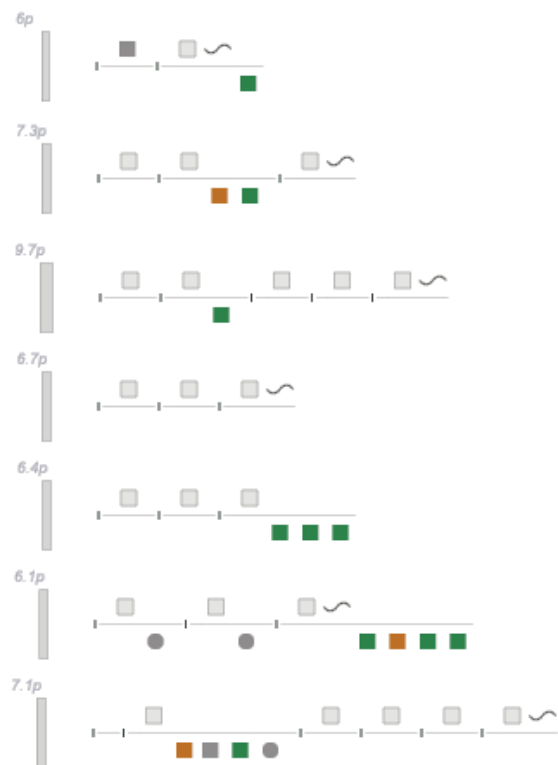


S. Lem, *Maszyna Trurla*
R II, *Cyberiada*, Wyd.Lit., 2002,
pp.11-19

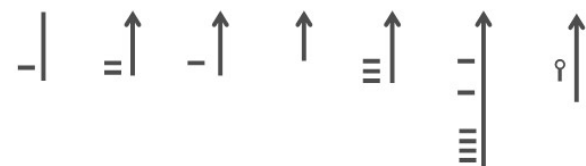
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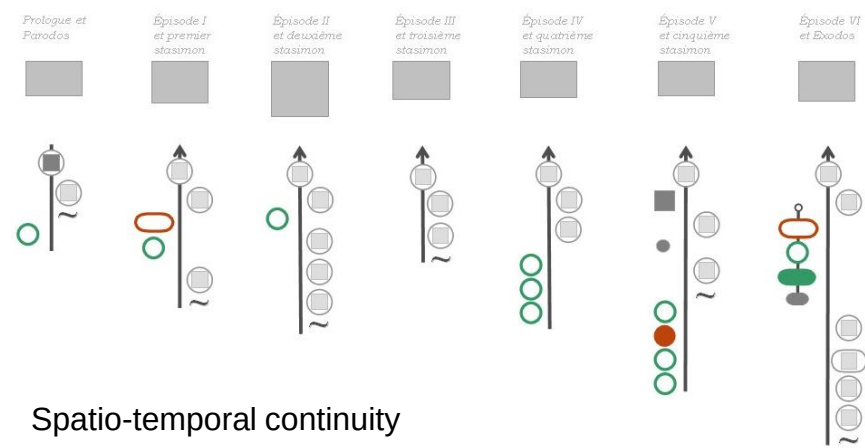
Spatial movements



Spatial Sequences



Temporal continuity



Spatio-temporal continuity