

# I Am the Paths Untaken



The Pluralised Protagonist  
and Her Implications  
in an Interactive Feature Film  
“The Limits of Consent”

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THE PROBLEM  
METHODOLOGY AND METHODS  
RESEARCH QUESTIONS  
THE PROCESS  
RESULTS AND DISCUSSION

Where are we and where  
are we going?





## FILMMAKERS ARE ALL LIARS

A thought written is a sullied one  
it is sullied by narrative conventions  
narrative conventions are sedimented through  
time  
and are deeply seductive in their simplification  
they are therefore difficult to perceive and  
overcome.

## THE WORLD IS SHAPED BY LIARS

Stories constitute the limits of our cultural world  
narrative conventions constitute the limits of stories

the protagonist represents a real person at the edge of a reductive impulse

we reduce real people when we represent them in our stories

thus it should not be easy to represent real people.



# RESEARCH METHODOLOGY AND METHODS

## Artistic Research

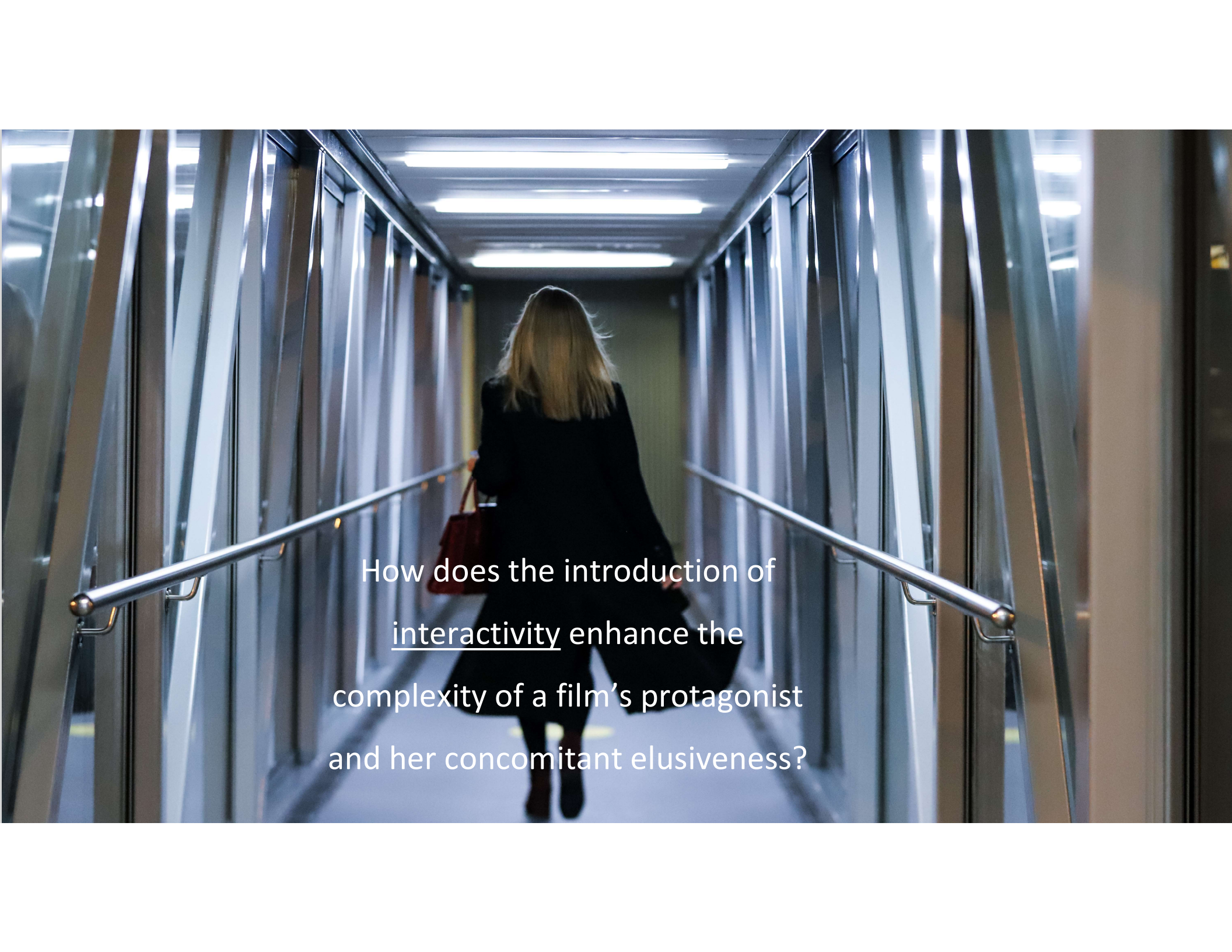
an inseparable mixture of research and practice, its object is the practice itself and it creates new knowledge in artwork and ideas and theories.

## Auto-ethnography

spiralling around the thing that is being studied and finally, ethically, recognising one's role in the creation of the findings.

## Interactivity

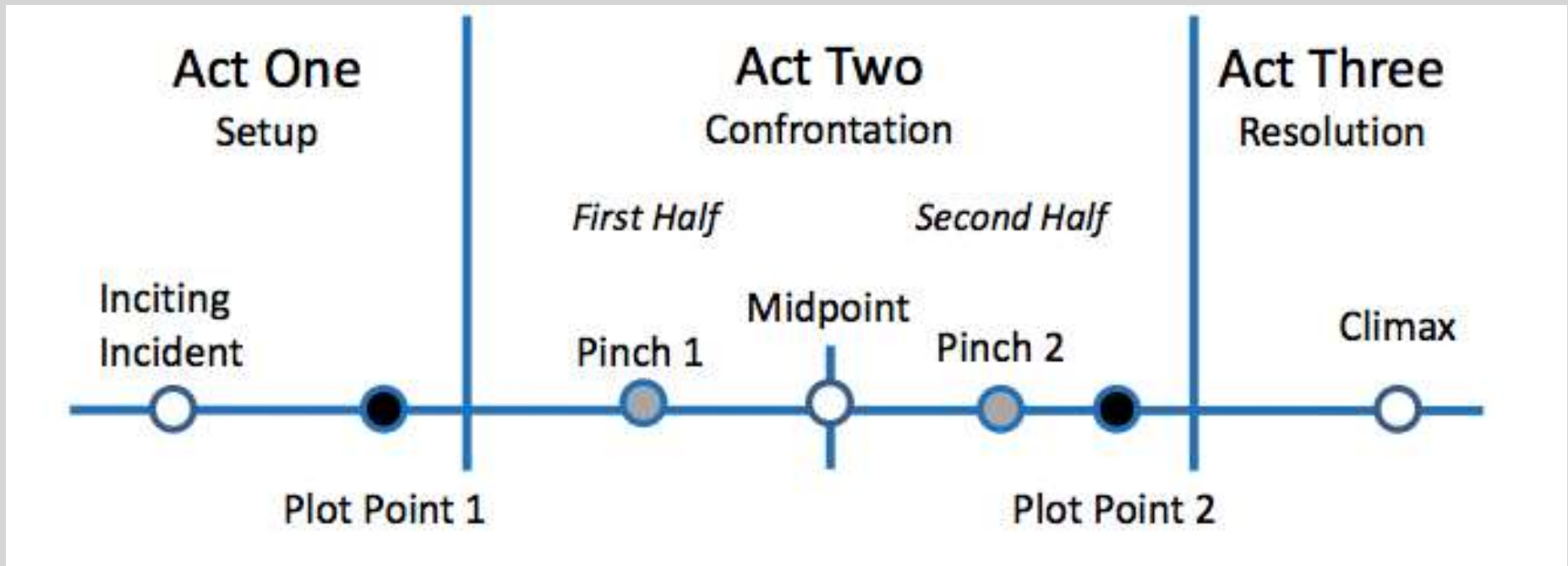
the bomb placed in traditional film narrative which explodes ordinary approaches and forces the practitioner into employing unconventional strategies as a consequence.

A woman with long blonde hair, wearing a black coat and carrying a red handbag, is walking away from the camera down a long, modern hallway. The hallway has glass walls and metal railings, with bright lights on the ceiling. The perspective is from behind her, looking down the length of the corridor.

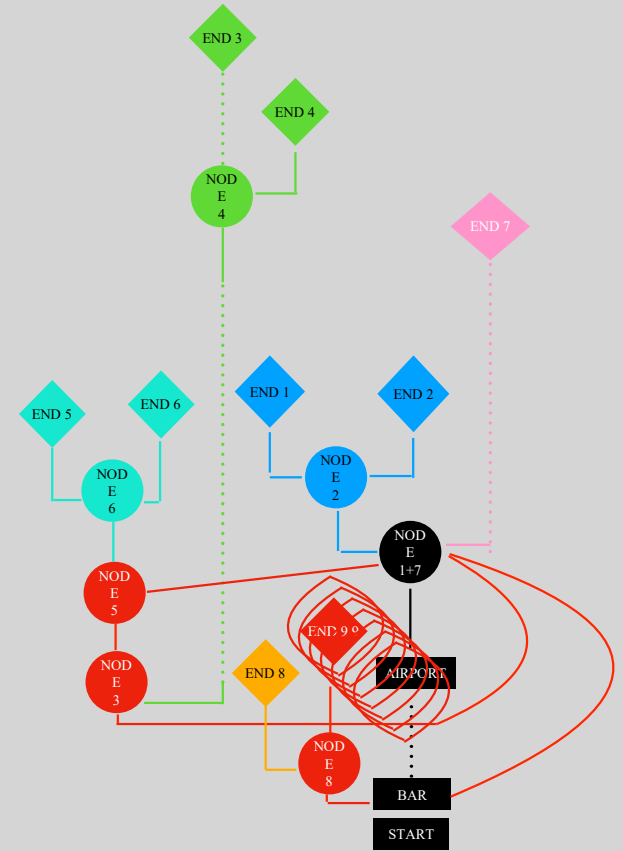
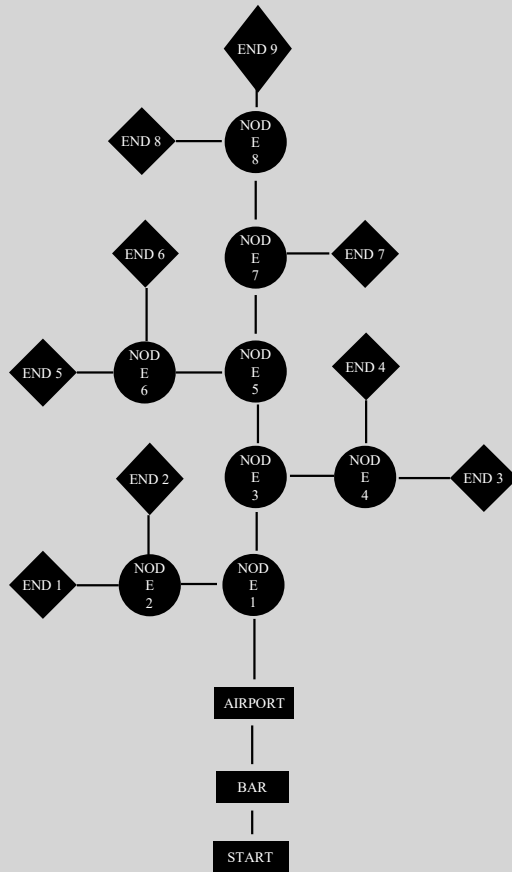
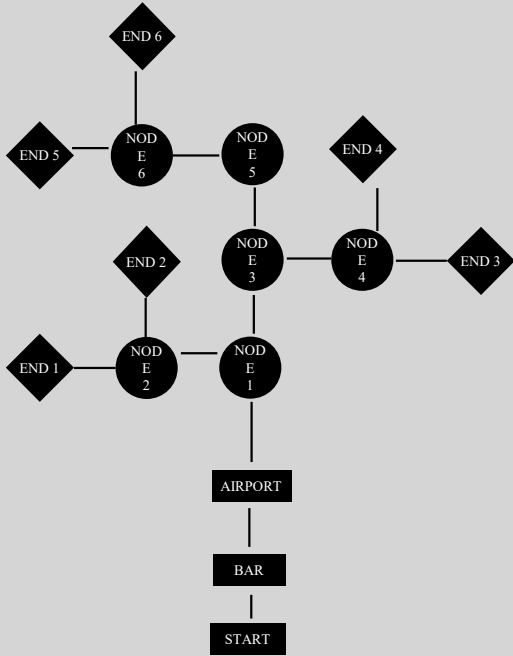
How does the introduction of  
interactivity enhance the  
complexity of a film's protagonist  
and her concomitant elusiveness?



# THE TRADITIONAL STRUCTURE



# THE TREE STRUCTURE





## MY LIES BECOME MORE COMPLEX

How to make the interactivity work well?

**Points of Departure:** the tree structure offered multiple endings.  
How to make them all good?

**Step-outlines:** Logistics pushed the placement of the first node later and later.

Initially the endings were mere shades of one another

Or only explored existing conventional dimensions of the story.

Of course, “the master’s tools cannot dismantle the master’s house”

**Screenplay:** the protagonist disappears, because how can more than one choice be viable?

**The edit:** the protagonist reappears, because, of course more than one choice can be viable!

The protagonist is pluralised.



An additional line of character  
contradiction

THE PLURALISED  
PROTAGONIST