The main research approach adopted for the study described in this thesis is action research. Collaborative content creation is the act of multiple individuals engaging in the creation of visual media narratives. Visual media production encompasses a myriad of styles and genres of content. In this dissertation, research into three synchronous and asynchronous approaches to collaborative content creation are presented. Synchronous collaboration refers to collaboration, conducted simultaneously by remote parties while asynchronous refers to work undertaken by remote collaborators at different times. Of the three methods presented in this paper, two of the methods implemented resulted in collaborative student-made documentaries.

Target of the community, as presented in this paper, is graduate students of visual media production. The community of user-generated content creators is represented by semi-professional contents creators from the Graduate School of Media Design at Keio University and undergraduate students at the University of California, San Diego. Both are lead by professors with a goal to produce visual media content, in a limited time with limited resources, by collaborating remotely to produce communal output.

First, asynchronous collaboration is explored in the curation of crowd sourced assets after the 3.11 earthquake and tsunami in Japan in the production of “lenses + landscapes”. Crowdsourcing is a means to utilize existing media assets to deliver a narrative experience that consists of many small parts, but whose overall impact as a whole is greater than the sum.

Second, a combination of synchronous and asynchronous remote collocated collaborative content creation is examined in the production of “places + perspectives”. The implementation of large, remotely located touchscreens in collaborative sessions by teams in Japan and the United States is illustrated and analyzed.

The third approach, consisting of real-time Synchronous collaboration, is made up of a series of usability studies with participants engaging in real-time collaborative content creation through the use of a “shared” interface.

By presenting the findings and details of the experiments on collaborative storytelling, the goal is to demonstrate different methods for creating and curating collaborative content in and over remote locations to allow for a unique and enhanced user experience for content creators, collaborators and viewers.

The aim of the dissertation is to present three collaborative models of digital narrative content creation that demonstrate the way in which users have more control over their content and have a more immersive experience with the content. The goal of this study is to establish collaborative content creation as an interdisciplinary field of study and research as well as provide content creators, both existing and new, with the tools and knowledge to work with other individuals in the pursuit of collective visual storytelling.

Finally, the reviewers came to the conclusion that social impacts and quality of the thesis is high enough for PhD in media design.

審査経過
1. 2013 年 8月29日、10:00〜11:00 予備口頭試問審査会が開催され、審査の結果合格し た。予備口頭試問審査委員：中村知哉、大田直久、杉浦一徳
2. 2013 年12月27日、18:00〜19:00 博士論文公聴会が開催され、全会一致で合格を決した。