<div align="center">論文審査の要旨および担当者</div>

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（論文審査の要旨）

This thesis presents Augmented Narrative, the concept of literature as a cognitive agent that assists readers. This work is based on the literary theory, cognitive science and uses information technology for the prototype implementation. In literature, the analytical reflection that spontaneity should come as a natural dialog has been in discordance with the essence of print; the medium is unresponsive. Unlike oral communications, where senders are receivers, print has made literature a discourse that detaches the author from the narrative, making writer and reader unreachable to each other. This thesis presents a new paradigm for the cognitive architecture of narrative texts, suggesting the addition of sonic cues to provide readers with a more embodied experience of the literary text, only if they lack engagement.

The contributions of the thesis are the following: (1) The concept of augmented narrative based on literary theory (exploring orality, narratology etc.) and cognitive science (perception, attention, engagement etc.) (2) a prototype implementation of the cognitive agent for multimodal literacy. (3) The design of an experimental set-up to link the changes on the temperature of the nose with reading immersion. (4) The design of literature with different sonic interventions to aid the reader with verbal and non-verbal information in order to find the best condition for imagery and comprehension. (5) A modality experiment to explore beyond sound stimuli, by adding haptic feedback to enhance the reading experience.

This thesis presents the first step to redesigning the relationship between author, book and reader, putting them in a cognitive ecology where the book understands and interacts with its reader, but keeping the authors message. This text-body interaction using the physiological signals to detect engagement can seemingly be integrated into eye wear and into everyday habits. Further more non-verbal sonic cues can be used as new literary tools to stimulate and communicate better with readers. Sound can be used to fill in gaps for imagery, but it can also be part of a narrative that for example jumps between two different periods in time, or has alternate worlds. These interactions are thought for the author more than the reader, seeing that the message is created by writers.

As outlined on top the thesis not only has strong contributions in combining literary theory with cognitive science and information processing principles, but also presents a well executed design prototype for an augmented narrative system and evaluates the system with excellent experiment methodology, contributing to the design as well as the science field. Therefore, the reviewers came to the conclusion that the contributions of this thesis in relation to social impact, research output and quality meet the requirements for a PhD in media design.

審査経過

2015 年 5 月 7 日、15：30-16：30　予備口頭試問審査会が協生館 C3S01 教室にて開催され、審査の結果合格した。
予備口頭試問審査委員：奥出直人君、稲見昌彦君、Kai　Kunze 君
2015 年 11 月 30 日、13：00-14：00 博士論文公聴会が協生館 C3S01 教室にて開催された。同公聴会終了後、同教室で博士論文審査会が開催され、合格条件を提示、その後の修正対応にて、合格を決した。なお、公聴会出席者は以下の通りであった。
博士論文審査委員　　4 名
来場者　　約 10 名