

## ONCE UPON A RANDOM TIME

Short introduction, exposition

The intention of this dissertation is the observation, contextualization and critical approach of open narrative structures in the accidental movie "Got me".

With the assignment of our subject we exclude multimedia art and computer games. We also explain the use of the term "open structure" in relation with other terms, such as "non-linear", "multi-linear" and "metalinear" referring to the definitions given by Umberto Eco in his book "Opera aperta".

We have seen open works, and other closed works which pointed out the openness of narratives, which have offered alternative endings or alternatives concerning the outcome of events. All of these mention have pointed out their peculiar position concerning the openness of the narration.

We explain the narrative structure of the experimental film "Got me" alluding to the technical solutions, and reflecting on the film's reception. We emphasize the paradox between the artistic intention and its realisation. We also review those efforts which were trying to solve those problems which come out of the aforementioned paradox.

We offer an insight to the polemic concerning the interactive narration, quoting theorists who put emphasis on the reception aspect and the narrative authority. We emphasize the peculiar importance of the closure in relation to these theoretical questions and in the end we affirm that the narrow limits of multilinear narration can be stepped over using the outcomes of multimedia arts and computer games.

The enclosed documentation contains the accidental film "Got me" on a CD-ROM.