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Tender Loving Care

How does Tender Loving Care construct a virtual narrative space with embedded user interactions?

Tender Loving Care constructs a virtual narrative through the involvement some “interactive” features. Instead of just watching a normal movie, the viewer can see that there is something unique when the narrator speaks and directs questions to the audience. Throughout the film, the viewer will come across short clips of the plot and then be allowed to experience the setting of the story by navigating through a virtual house. In each room of the house, the viewer can click on certain items to better understand the plot of the movie. With all of these elements combined, this film definitely come across as too big of a hassle.

Is this approach equivalent to a game?

I really do not think that this film can be compared to a game. Sure, the viewer can navigate through a house and learn more about what the film is all about, but the interaction does not fit with that of a game. In a game, you usually have control of what is going on. So, the fate of the game rests in the user’s hands. In this movie, the user can’t really change up the plot.

What are the advantages and disadvantages?

I don’t think there are any advantages because it would seem that most people would rather watch how a plot unfolds rather than try to figure it out on your own. Another problem with this film was the fact that the viewer had to take multiple quizzes only to receive no feedback. There would be completely psychological questions that really did not help the viewer get a better understanding of the film. Instead, they seemed like they were there for amusement only(at least that is what I thought). There were also some more annoying interactive parts throughout the house. For instance, the phone call to the 800-number where the viewer had to listen to a recording of a female pretending to be seductive, was extremely bothersome. In all, the film turned out to be rather boring.

As for the interface in the film, I don’t think that it was very robust. The user really did not have control of the movie; rather, the film seemed to control the user.

I agree with Stephen. This film really was a waste of time. But, I guess we can learn from it.