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NOTES ON BEN SLATER'S LECTURE

Agency, Interactive and Experiential Qualities of Looping and Repetition in Narrative Media

Nancy Drew (computer game)

(https://en.wikipedia.org/wiki/List_of_Nancy_Drew_video_games).

Black Mirror: Bandersnatch (Interactive Film/TV)

(<https://www.netflix.com/sg/title/80988062>). Most of the characters (actors) are pretty repulsive so it is not easy to identify and empathize with them, but with slightly sadistic tone of this interactivity, maybe that was intentional. Or maybe they just could not find more humane actors...

See also

La linea cartoon series (<https://www.youtube.com/watch?v=skb2gKR7rO,k>) - it is a classic.

Tran Ahn Hung - 1995 - *Cyclo* ([https://en.wikipedia.org/wiki/Cyclo_\(film\)](https://en.wikipedia.org/wiki/Cyclo_(film))). Also his other films on Vietnam such as:

https://en.wikipedia.org/wiki/The_Vertical_Ray_of_the_Sun and

https://en.wikipedia.org/wiki/The_Scent_of_Green_Papaya.

Poole, Steven. *Trigger Happy: Videogames and the Entertainment Revolution*. 2007. (<http://pdf.textfiles.com/books/triggerhappy.pdf>).

See also

Poole, Steven. *Rethink: The Surprising History of New Ideas*. rh Books, 2016.

Enjoying the experience through contextual knowledge (gained and accumulated through repetition) in everyday life, in games, in film (especially in film genres).

Alain Resnais - 1961 - Last Year in Marienbad

(https://en.wikipedia.org/wiki/Last_Year_at_Marienbad), also films directed by Allain Robbe-Grillet.

See also

Akira Kurosawa - 1950 - Rashomon (<https://en.wikipedia.org/wiki/Rashomon>)

Jacques Derrida's motivation for the concept and method of deconstruction (important in postmodernist philosophy, literary, film and culture studies - look it up), came partly from his idea of the impossibility of uncompromised/absolute repetition (in reading and interpreting texts).

See also

John Schlesinger - 1976 - The Marathon Man

([https://en.wikipedia.org/wiki/Marathon_Man_\(film\)](https://en.wikipedia.org/wiki/Marathon_Man_(film))). A single but unforgettable case of repetition.

Harold Ramis - 1993 - Groundhog Day

([https://en.wikipedia.org/wiki/Groundhog_Day_\(film\)](https://en.wikipedia.org/wiki/Groundhog_Day_(film)))

See also

Luis Buñuel - 1961 - The Exterminating Angel

(https://en.wikipedia.org/wiki/The_Exterminating_Angel)

Peter Weir - 1998 - The Truman Show

(https://en.wikipedia.org/wiki/The_Truman_Show). The repetition of "perfect" life.

Tom Tykwer - 1998 - Run Lola Run (https://en.wikipedia.org/wiki/Run_Lola_Run).

Butterfly Effect - an often misunderstood and abused concept coming from the physics and meteorology, relating to the factors of emergence and unpredictability in nonlinear systems (complex but sometimes also relatively simple ones).

Russian Doll - 2019 ([https://en.wikipedia.org/wiki/Russian_Doll_\(TV_series\)](https://en.wikipedia.org/wiki/Russian_Doll_(TV_series)))

Doug Liman - 2014 - Edge of Tomorrow

(https://en.wikipedia.org/wiki/Edge_of_Tomorrow)

See also

Duncan Jones - 2011 - Source Code (https://en.wikipedia.org/wiki/Source_Code)

Watching the same film in sufficiently different contexts (mostly different times in life).

When things (personally and/or environmental) in one's life do not go well, the repetitive elements of everyday become more difficult to bear, negative and oppressive.

See also

Patterns and patternicity, structural repetition and order in the arts (visual, music, architecture).

In new media art, Carsten Nicolai has published several books with patterns, such as *Grid Index* (<http://www.carstennicolai.de/?c=publications>).

You will also encounter this in Minimalism.