### Title
I-Ulysses: poetry in motion. An educational virtual reality guide to the unfolding events of the ‘Wandering Rocks’ chapter of Joyce’s Ulysses.

### Author(s)
Colreavy-Donnelly, Simon

### Publication Date
2016-01-29

### Item record
http://hdl.handle.net/10379/6057
I-Ulysses Poetry in Motion

Created by Simon Colreavy Donnelly

A spatial and temporal virtual reality experience guiding the user through the unfolding events of the ‘Wandering Rocks’ chapter of James Joyce’s Ulysses. This is an educational tool intended to help the user understand key aspects of the chapter. These aspects include; the use of character’s multi-linear perspectives on events, differing time zones and perception of reality, the streetscapes of Dublin city, daydreams and consciousness. Joyce’s literary techniques are explored through the use of this educational virtual reality guide.
1. Copy the "Ulysses-Environment" data file from the CD to the Documents folder on your computer.
2. Click the "Ulysses-Environment.exe" Unity icon. The Unity window will appear.
3. Be sure to tick the windowed box option.
5. The standard resolution will be 1366x768 for a laptop screen. Picking a smaller resolution may make text hard to read.
6. Be sure to maximize the Unity window. Click the maximize box in the top right hand corner.
- The text on the edge of the screen will not appear when Unity launches, otherwise.
- If the 800x600 is advised, so you can maximize.

Instructions for Using Environment
access to Bloom's optional objectives, at a later point.

The user completes the back-story level, they will gain
the label icon reveals some text from the back-story level, which takes
a copy of the instructional menu that appears before each level.

1. Pressing the key brings up the menu. On the map the user will see ar-

There are several optional objectives for Bloom to explore first (see below).

Kemen. Clicking on Kemen enables the user to play his mission. However,
point down the street and left-click on the Sycomore Tree. Nothing happens ap-

Wandering Bloom

Button option is to take control of Bloom.

For the next objectives, keep going access to these sheets. Click on the con-

By progressing through the environment the user can play different char-

Menu Page


dies.
Desert

In this level it is possible to float using a first person perspective. Here the controls are different from the city. The mallboat chimney's presence signifies:

1. Bloom imagines himself as an immigrant to the country of Palestine. His
   escape and become an orange-grower.
2. In this level Bloom is taken from a segment in the chapter Cephyso. Joyce uses the de-
   sert imagery to make Bloom appear exotic and different from the other char-
   acters in Dublin. In the fantasy, Bloom imagines that he will buy land in Pat-

Waltham Tower Street, which are found at a later point. Press right-click to
the back-story episodes are shared by Bloom and Stephen Dedalus.

3. Let clicking on the fountain in the center of the level will bring Bloom back
   to the city.
Kerman Interaction

The characters are doing different things.

There is a large mission in the environment.

Kerman joins the perspectives of a new mission, as he perceives the user clicks on Kerman. This completes Bloom's first mission.

2. The user will see Kerman standing at the top of the street, on the left-hand side of the road. The user will see the Bloom's second mission, the car becomes a clickable object.

Bloom's second mission the car becomes a clickable object.

Pressing 4 as the user passes Kerman the user can see Bloom walking by. If they press 4 again the Bloom will appear later in Bloom's second mission.

In the foreground of Bloom's current position on the screen, the Bloom right-hand window is the Bloom.

1. The Car

Take the left and head to the end of the street. At the first intersection the user will...
The scene shows Boylan placing a bet on the Ascot Cup. Note that it takes Boylan twenty minutes in real-time to walk past the book vendor.

3. Phone Booth

Clicking on Boylan loads the next level. On this street the user can see Boylan placing a bet at the phone booth, left. At the intersection at the point where the next light is, by taking the first right, see Boylan. Head straight up the street following the tram and take a right at Cup Race. The race is pulling a bet on Seabreze: the favourite to win the A-...
close to Stephen's segment of the environment.

This indicates that the user is now
doing Bloom thinking about Stephen, not the Bloom
line, the user takes control of Bloom and makes the way to the book ven-
the light, attending Bloom on Kenman will activate Bloom's second mission. This
3. The user should now look for Kenman, this time at the top of the street at

Exit Patrick

Way up the street
downed with the red light. He will pass the carousel on his right side, mid-
2. Patrick will see the Victorian carousel approaching from the main street

Victorian Carousel

note viewpoint
heading towards the book vendor on Capel Street: he is visible in the after-
person at the base of Bloom position at the current time. Bloom is
ings outside Trinity University. Move Patrick up the street and collect the
From time to Bloom in the next level. The camera is positioned over the fall-
1. The user now controls Patrick Diagnose. They will return again to the cur-

Current Time
1. Walk past the spot where Kerren was and head right.

2. Walk an alley. Take the second right at the end to get to the book vendor.

3. Taking a right where Kerren was standing earlier, will bring the user to Windy Alleys.
Tower:

Bonnie scene after completing the final level of the environment. The Marvellous
knight's portrait on the artist is removed. The user can gain access to this
scene by completing the mission. More parallels between the characters are noted and some of the content of

Chongnams Chapel

...red light. Press left to skip this journey.

Victory! The chapel is denoted by a
crystal ball. The chapel is denoted by a
victory! The chapel is denoted by a

2. After interacting with the book vendor, the user witnesses a scene concerning

Stephen and Arttorn!

This time, Stephen is being pushed by Arttorn into a career in music.

Deadly. Stephen was also presaged into becoming a rebel. Ironically, at

1. There are several parallels between Patrick Dymann and Stephen

Parallels
1. Having witnessed the exchange between Stephen and Anthony, the user is entertained by the scene. In this level, it is possible to look right-click the tower, now transported to the final level of the environment: the Marble Tower.

2. Move towards the glowing bubbles; press left-click to activate the interaction.

3. Move the clock into one of the portals surrounding the tower. Depending on which portal the user clicks, they will re-enter the city at a different point.

4. The user gains a clock icon from this interaction.

The user must now activate and link the events which happened earlier in the day.
1. This level shows the perspective of Molly Bloom. Molly knew the coin that Paylan collected earlier in the day. The user is now returned to Boylan's seat.

2. This level shows the exchange between Simon and Dilly Deeds. Left click on continue to be transported back to the beginning.

3. This level features Miss Dune who, in a departure from the earlier versions of the game, was the control of the game. It was in an earlier version.

Press left alt to resume control of Boylan.

book is able to leave the alternate viewpoint window and explore the city.