

# The Effect of Interaction in Interactive Movies-Taking Film "Black Mirror" as an Example

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**Abstract:** Interactive movies have emerged with the development of digital technology in the new era. Interactivity and cinematography are two major characteristics of interactive movies. At the same time, due to the separation of the interactive form, the separation between the audience and the role, and the narrative It produces a separation effect, which triggers the interaction between the subject and the object, and develops the self-knowledge that runs through the individual's stable attitude and intention as a certain type of person due to the separation effect of its interaction process. From the perspective of self-cognition, this article explores the alienation effect of the interactive film 《Black Mirror: Pandasnaki》 .

## 1. Introduction

Brecht's "Separation Effect" is dedicated to transforming the visual mechanism of realist drama bystanders and to establish a controversial and participatory viewing mechanism. The visual mechanism of "separation" liberates the audience and actors from the position and role division of bystanders and actors, from the domination of the protagonist, single viewing and action to multi-angle viewing and the expansion of various action possibilities. From onlooking to awareness, reflection and critical action. The interactive movie "Black Mirror: Pandasnaki" launched by Netflix at the end of 2018 interacts with the development of the plot through pop-up selection buttons, and the choice of different buttons changes the plot of the movie. Multi-threaded movie plot structure.

## 2. Interactive movies and alienation effects

Interactive film forms a completely new interactive mechanism by incorporating interactive means and forms in traditional films. With the development of technology, the interactive movie has a new and convenient interactive form from the initial setting of buttons on the auditorium of the theater to the pop-up button selection in "Black Mirror". In "Black Mirror", the audience can participate in and choose the development of the plot of the movie, so that the audience has a sense of participation, and the distance between the audience and the film is narrowed. In the past, the theory of the theater advocated separating the audience from the world of the theater and establishing the fourth the wall is blocked, but in Brecht's plays, the third wall is narrated through the actor's separation from the role, breaking the fourth wall and blending the world of the theater with the world of the audience. The film "Black Mirror" breaks the boundary between the audience and the film world through interactive selection. Brecht's article "New Techniques in Performance" mentions: Let the audience have a position to analyze and criticize the event depicted. Brecht pushed down the "fourth wall" in order to break the illusion of life and make the audience look at the world of the play more rationally. In "Black Mirror", the narrative was interrupted interactively, and the immersion of viewing was destroyed. The addition of interactivity allows the audience to jump out of the plot and use their own intelligence to complete this "game interaction point". When the interaction is completed, the audience must recall the previous plot and re-enter the plot. In this cycle, the audience's spiritual gathering point is shifted, and the audience's emotions are calmed down and become rational, thereby producing a separation effect.

### **2.1. The manifestation of the separation effect in "Black Mirror"**

The transcendental visual experience of interactive movies, with its unique interactivity, produces a separation effect in the process of watching movies. The separation effect in the movie "Black Mirror" has the following expressions:

### **2.2. Separation in interactive form.**

Interactivity is the biggest feature that distinguishes interactive movies from traditional movies. The interactive movie realizes the interaction through the interactive interface, and the design of the interactive interface is different for different platforms. "Black Mirror" is watched through Netflix's streaming media platform. A major feature of the streaming platform is that viewers can grasp the screen in front of them, so interaction is realized through screen display and selection. The selectivity of the interactive form highlights the rational factors of the audience. When "choice" is placed in front of the audience, on the one hand, personal emotional judgment and value orientation will be directly integrated into the story and affect its direction. On the other hand, the implementation of "choice" is always impossible. Accompanying rational thinking, the audience needs to be separated from the movie's story, return to the individual's subjective will, and make a prudent choice, which also leads to the alienation effect which destroys the illusion of the audience's story.

### **2.3. The disparity between the audience and the role.**

In the movie "Black Mirror", there is a dual relationship of identification and disapproval between the audience and the characters in the play. On the one hand, from the perspective of artistic emotions, the empathy of the audience is necessary. Only by identifying the plot and the characters can the audience's aesthetic experience and aesthetic emotions be awakened, and then deeper thinking. When the protagonist Stephen chooses in the movie, the button that appears prompts the audience to make a decision for Stephen. This "substitution" breaks the world of traditional movies, which first makes the audience recognize the characters, because each step made by the protagonist is important the decision is actually the will of the audience, and the audience becomes the actual Stephen. In this case, it is not just the role in the play, but the identity. On the other hand, the audience controls the behavior of the character through choice, but when the character questions this kind of control, the identity is broken, and another important relationship appears, that is, the audience's "de-identification" of the character. This dual relationship between audience and role identification and de-identification not only allows the audience to resonate to a certain degree in the emotions and behaviors of the movie and the role, but also does not over-immerses and maintains its own independence.

### **2.4. Narrative alienation.**

The narrative mode of the film "Black Mirror" is non-linear narrative, that is, it does not follow the general order of time and space or logic, and appears in a fragmented and discrete form. Unlike traditional films with non-linear narratives, the storyline of interactive films is determined by the audience. The interactive narrative of Black Mirror is based on the interaction of affective nodes. The entire story has a tree structure, showing three major narrative characteristics: parallel selectivity, multiple endings, and fragment reorganization. The narrative characteristics of interactive movies are likely to cause the audience's perspective to be blurred. When the audience is faced with inexhaustible choices, the brain is also facing challenges. The emotional processing of the characters or the choice of the plot requires the audience to understand beyond the visual sense. In "Black Mirror", Stephen has four identities and 10 stages of life. Facing each choice, the audience needs to stitch back the story content that appeared to make the best choice. Different choices lead to different endings. The appearance also destroys the continuity of time and space of the film, coupled with the fragmentation and reorganization of the narrative, which interrupts the audience's immersion many times, which hinders the audience's understanding and perception of the film to a certain extent. Although the fragmented narrative experience produces alienation effects

and maintains the aesthetic alienation between the audience and the movie, if the form is greater than the content, the form cannot highlight the rationality of the content, and the alienation effect becomes an obstacle for the audience to understand the movie.

### **3. Analysis of the Separation Effect in "Black Mirror"**

#### **3.1. Interaction between "Master Self" and "Guest Self".**

Master and guest as the two sides of self, form and develop self-awareness in interaction. Human interaction is based on the use, interpretation of symbols, and the meaning of detecting the actions of another person. This medium is equivalent to inserting an explanatory process between the stimulus and response in human behavior. This interpretation process is what Brecht has Attach importance and expect to achieve through the effect of separation. The interactive form of the interactive movie objectively breaks the fourth wall. The audience and the characters in the play communicate with each other in the process of watching and being watched, controlled and controlled. The two in turn show a dual relationship of identification and de-identification. Think of the audience as the owner and the role as the guest. In the interaction process, the owner is the susceptor. In the play, the character becomes the manifestation of self-consciousness under the control of the owner. It is the object of the object and the guest. The interaction between the master and the guest has three stages: role play, entry role, and generalized role. The role of interactive movie viewers in identifying roles is essentially a reflection of the role of the audience 's own consciousness in the role, and the audience 's de-identification of the role maintains the audience 's sense of rationality and deepens the exploration of the meaning of movie symbols Thinking and thinking, and having a holistic perspective on the values conveyed by the film, is the construction of the self-consciousness of the subject and the self.

#### **3.2. Self-aware maturity.**

Self-knowledge runs through the individual's stable and consistent attitude, intention, or meaning as a certain type of person. Self-knowledge becomes more stable as the human mind matures. Mead believes that the uniqueness of the human mind lies in its ability to understand and use symbolic symbols. It can be said that the process of watching interactive movies is also a process of using symbolic symbols. By controlling the role of the audience, the audience determines the direction of the plot in the parallel choices of staying / going out, selling / not selling, and so on. The human mind is generated and matured in the selection process, and audience perception is also generated in control and selection. Mead emphasized that the mind arises from a selection process. The audience's initial choice of watching an interactive movie is like the child's initial casual attitude. His attitude is considered to be a choice for the plot direction, but there is only one gesture Social meaning is gained when both the sender and the receiver can elicit a common response, and the choice of the audience can only be transformed into the audience's perception when it is verified that it leads to the best outcome.

### **Summary**

The alienation effect of interactive movies changes the audience's viewing habits. The host and guest interact with each other in the interaction. The alienation effect further affects and builds self-awareness. However, it should also be noted that the effect of alienation will also cause viewers to have difficulty understanding the movie, but will become an obstacle to the audience's understanding of the movie. How to balance the distance between the audience and the film, optimize the form of interaction, while the interactivity is developing, without affecting the film's performance, is the issue that needs to be paid attention to in the further development of interactive film.

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