

An Oral History of Shamokin

TASK: The oral history of Shamokin is dying. There are currently minimal records of these stories, and we wish to create a collection of these stories.

	PO	Extract	Difference	Moment	Positive	Circumstance
Escape	-Go back in time so that we are living 70yo Shamokin rather than living it vicariously through a story -Stories are constantly preserved and never wash away with time	Experiencing the life of Elders through living it, not through hearing about it	living vicariously through other people typically requires using the imagination or watching a documentary of sorts	People could throw on VR to walk around in a day in the life of someone else	Gain a better understanding of what someone's life was like, no need for imagination	VR is accessible / affordable and there is demand for such an experience
Reversal	-Old people are getting younger (benjamin button disease) -Old people ask us questions	Old people provide a list of questions that would be useful to capture story information	The request is currently about us interviewing them, coming up with our own questions that may miss the mark	Interviews would go the way interviewees want them to	Storytelling through interviews would hit all the right points	People getting interviewed would be capable of providing the right questions for interviews
Distortion	-Interviewees already have prepared answers	Old folks' stories are ready for consumption without requiring a line of questioning	Autobiographies sort of accomplish this, but not everyone has the time / resources / skill to write a book	People could put their experiences into a db full of other people's stories, followign a similar format to the others	Stories of people with vastly different exieriences would be very accessible by the public and easy for consmption	Public platform for sharing and experiencing stories exists and is popular enough for sustainability
Exaggeration	-The demand for people's stories was higher than that for the iPhone -Old people never die, so their stories can always be told	Stories / Experiences are immortal	People die and their stories with them	People would live forever and be able to share their stories with everyone	Stories would live forever through their carriers who never die	Medicine advances far enough to sustain life forever
Wishful	-Stories don't die with the people that carry them	Stories are accessible after death	Unless you get your story out before death, it is lost forever	Everyone's lives would be accessible after their death	We could obtain valuable information about events through dead folks' memories	Technology exists to "incept" the memories of dead people