

Alhambra Quest: an historical visit guided by a webseries and a videogame

LOCATION: Granada

DURATION: 1'44"

SUMMARY: 'Alhambra Quest' is a project using transmedia storytelling, which means that its history is told through different media and communication platforms. In this case, we are looking at a webseries, a mobile gaming app and several social network profiles which bring us closer to the history of the Alhambra through the legend 'The wizard and the princess', in Tales of the Alhambra by Washington Irving.

VTR:

AMBIENCE

"He shouted before everyone gathered there began an era in which the King of Granada was not threatened by the enemy."

This is how the first episode of the webseries 'Alhambra Quest' starts. But this is only one of the available tools in this project to get to know and learn about the Alhambra through its tales and legends. It's a work by Greyman Studios, located in the Business Centre for Information Technology and Communication at the University of Granada.

Claudio Hernández
Greyman Studios

"It offers a new experience level, the technology available today helping us."

Together with the webseries, users can download an app where they become the main characters in the experience, as its a game of strategy.

José Antonio Chacón
Greyman Studios

"It's a game like Risk, where the characters are divided amongst the different sides that appear in the story and they have to interact with them."

It's all based on 'Tales of the Alhambra' by Washington Irving, particularly on the legend of 'The wizard and the princess.' Each player becomes part of one of the four camps: that of King Yusuf, the Princess, the Vizier or the wizard, getting information from several sources.

José Antonio Chacón
Greyman Studios

"The webseries tells all of the facts. So the players should watch it to get clues about how to react."

Claudio Hernández
Greyman Studios

"As well as watching the webseries, they like to research a bit further. So we have made complementary information available, we've uploaded Twitter profiles, information on the characters, so that they can find out more about what each character is thinking in real time, according to time passing in history."

What was originally started as a supplement to a course on the history, art and legacy of the Alhambra, already has 500 users who are playing on an intriguing game board: the city of Granada in the year 1351.

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