2. Indigenous Storyworlds: Beings at the Threshold

Explore Indigenous accounts of beings that cross between worlds — tricksters, cryptids, shapeshifters, underworld creatures, and guardians. Emphasis is placed on understanding these beings within their cultural context and relations: to the land, to ecological systems, to human communities, and to spiritual protocols. This book resists decontextualizing or exoticizing; instead it invites respectful engagement with how Indigenous storyworlds represent threshold beings and their lessons.

□□ Key Features of This Structure

- Starts with **protocols** (grounding in respect).
- Anchors in **Blackfoot knowledge** while making room for global Indigenous voices.
- Bridges into **XR translation** without rushing past cultural protocols.
- Ends with **reflections and cautions** — ensuring humility.

Keywords: IIndigenous XR, Blackfoot, Napi, Thunderbird, trickster, shapeshifters, underworld beings, oral tradition, relations, context, storyworlds.

- 1. Protocols & Context
- 2. Blackfoot Beings (Montana Anchor)
- 3. Regional Indigenous Beings (Global Contributions)
- 4. Translating to XR
- 5. Reflections & Cautions

1. Protocols & Context

- **Purpose:** Establish how beings should be represented in this Codex. Document the importance of cultural protocols, relationality, and context. Provide space for Elders and knowledge keepers to guide contributions.
- **Starter Content:**
  - Statement of humility and gratitude.
  - Note that stories belong to Nations/communities, not to the Codex.
  - Emphasize “story-before-data.”

2. Blackfoot Beings (Montana Anchor)

- **Purpose:** Provide a starting point rooted in BEK leadership. Document Blackfoot threshold beings (e.g., Napi, Underwater Beings, Thunderbirds), guided by Tyson & Lona Running Wolf.
- **Starter Content:**
  - Acknowledgment that not all stories can or should be shared.
  - Notes on how BEK protocols shape this project.
  - Examples that demonstrate relation to land/ecology (e.g., rivers, mountains).

3. Regional Indigenous Beings (Global Contributions)

- **Purpose:** Invite Indigenous contributors from other regions (Māori, Sámi, Aboriginal, Latin American, African Indigenous) to document their own threshold beings.
- **Starter Content:**
  - Template: “Name of Being / Nation / Region / Context / Lessons / Relation to Land / XR Potential”
  - Reminder: only contribute if the Nation consents and context can be respectfully explained.

4. Translating to XR

- **Purpose:** Explore how Indigenous designers and communities decide to represent (or not represent) these beings in XR — including VR, AR, games, and other immersive media.
- **Starter Content:**
  - Ethical cautions about visualizing sacred beings.
  - Examples of respectful design (e.g., symbolic representation vs. literal depiction).
  - Considerations of hardware, software, and human infrastructure.

5. Reflections & Cautions

- **Purpose:** Gather community reflections on the risks, responsibilities, and opportunities of weaving threshold beings into immersive learning.
- **Starter Content:**
  - Risks of appropriation or misrepresentation.
  - Ways to ensure reciprocity and benefit to Indigenous communities.
  - Guidance for iLRN members on when *not* to represent beings.