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# Type-less: The fluid form of typography in zines & 'non-books' serving as an inclusive medium of cultural storytelling

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#### Abstract:

"Cultural storytelling is a way to share stories of a culture or a group of individual's values, experiences, ideas and history through arts, literature, music etc"- this restrictive definition refers to cultures as 'groups of individuals' and limits cultural storytelling to only include conventional visual forms like folk paintings, pictures, illustration styles, crafts, poems, scripts etc. Before being scripts, or poems, or prose letters are visual forms first. Typography is hence a fluid, inclusive form of visual story-telling which is received, observed, decoded across larger audiences easily. Typographic dialogue not only successfully communicates relatable cultural narratives to audiences, but also enhances the absorption of unfamiliar cultures, as a powerful storytelling medium, with ease. This paper describes how typographic dialogue evokes powerful influence as a storytelling medium and doesn't restrict the idea of 'culture' to include just groups of individuals but also to include mindsets, ideas and opinions in cultural storytelling.

This paper is based on 'Type-less Zines'- a design research project including research examples and multiple self-explorations and experiments to examine the affordance of typography in physical as well as digital & 'non-book' zines; as a cultural story-telling medium to enable ideation, learning and story-telling through typographic dialogue to decode mindsets, opinions, gender expectations and social constructs in culture and understand how typography as a fluid form of story-telling impacts communication and influence in society.

Key words: Typographic dialogue, Zines, 'Non-books', Webcomics, Non-letters, Animation, Non-book Publishing, Cultural storytelling, Intuitive typography, culture, Inclusive storytelling

### 1. Introduction

As per the National Geographic Education journal, storytelling is as old as cultural traditions and their function is to entertain as well as educate. Demonstrated in the following pictures are various forms of cultural storytelling across the world which take the form of ritual dances, spoken word chants, songs, holy ritual ceremonies (eg: 'mantras' from Indian mythology excerpts recited during wedding ceremonies, or 'Passover sedars' in Jewish sit-down meals etc).



Figure.1 ('Choctaw Ritual Dance', National Geographic, 13/012025)



Figure.2 ('Hawaiian Kumu Chants', National Geographic, 12/012025)



Figure.3 ('Jewish Passover Seder', National Geographic, 12/01/2025)

Hence, we observe that there is a wide range of accepted forms of storytelling in performing arts, spoken literature language etc.

However, when it comes to visual storytelling, especially typography, it is a common first reaction to visualize storybooks and pictures as the primary forms; and to not expand on the scope of story narratives in other forms which are not books or printed pictures. Just like visual forms, letters too are forms first. They have the equal potential to convey stories in a wide range of forms which are not just physical forms of books, scriptures, bound zines and pictures; but also are 'non-book' forms of communication design like virtual platforms, web-zines, online communities, daily objects and other entities which suit the narrative of story ideas. This paper explores the non-restrictive, fluid and inclusive potential of typography in zines and 'non-books' to expand the definition of 'cultural storytelling' from not just groups of individuals, but also to ideas, opinions, mindsets and mentalities.

# 2. Decoding the story-telling process and affordance of story-telling media for typography

As cultural storytelling through typography has limited forms, it is important to ideate upon more forms of storytelling which can support typographic affordance. In this project the following research & brainstorming experiments were conducted to innovate upon the potential of various storytelling media.

### 2.1 Understanding 'progressive disclosure' as a design concept

In order to study the scope of zines and non-books as media, it is necessary to understand progressive disclosure followed in them. If all the parts of the story are presented altogether in a chunk, they become hard to absorb; as well as cause loss of focus over important parts of the story. 'Progressive disclosure' in story-telling refers to disclosing information and parts of the story in smaller bits, so that every part of the story gets noticed by the viewer, allowing for scope to highlight important parts of the narrative in story-telling. The following experiment hence acts as a visual comparison of regular typographic story-telling versus typographic story-telling using progressive disclosure in which there is a visual movement rhythm across all the words in the frame for the viewer.



Figure.4 ('Progressive disclosure', Brainstorming experiment by self- example, 22/03/2024)

A series of such experiments with familiar advertisement jingles was conducted to study the advantages of progressive disclosure in story-telling. It also highlights the scope of using 'word pictures' in typographic story-telling as the viewer recalls the tune of the verse better, perceives every word and accounts for better absorption of the lyrics.

## 2.2 Explorations through 'un-knowing' the affordance of typography in story-telling media

As rightly mentioned in the book 'Ex-formation' by Kenya Hara, a well-known designer, "The explosion of knowledge available to us today can be dangerous for a designer's creativity. What moves people's hearts, in every case, is the unknown. Things that people already know don't excite them" (Kenya Hara, 2015). Inspired by the concept of 'un-knowing' media and daily objects, a brainstorming experiment was conducted to un-know how typography and its tone of voice as seen in regular media of

storytelling. As demonstrated in the following pictures, the experiment was a 'mismatch' exercise of storytelling media versus their expected pattern of typographic communication (eg: memes are always a one-liner, webpages always have typography for command buttons, instructions in restrictive layouts etc)



Figure.5 ('Knowing tone of voice', Brainstorming experiment by self, 22/03/2024)

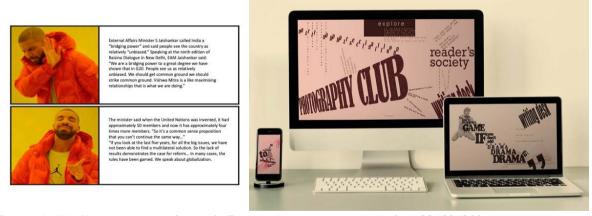


Figure.6 ('Un-Knowing tone of voice', Experiment outcome examples, 22/03/2024)

Through the outcomes of this experiment, it is known that un-knowing the medium's affordance of typography actually expands its scope as a core element rather than a supporting element of the narrative making the overall story-telling process more intriguing for the viewers. Due to the abstract definition of zines to be non-books, each example of the exercise can be perceived as a zine of some form or the other as they contain expression of ideas as well as progressive disclosure which tell a story. A 'zine' hence is a fluid storytelling form as it can afford a various range of typographic communication and tones of voice for a wide range of themes from abstract self-

expression to mature themes like mental health, gender inequality, social fabric & inclusivity etc.

### 3. Research methodology and self-experiments

The research methodology in this project leverages learning from the following unconventional sources and self-experiments ranging from physical, printed zines to 'non-books', virtual platforms, webcomics, online communities etc. The core observation of the 'un-knowing' process experiments was that due to the 'surprise element' of mismatched typographic communication of zines, cultural ideas, mindsets and opinions can be better absorbed and communicated to unfamiliar audiences and evoke powerful social influence through typographic storytelling.

For example, the zine below takes the familiar form of an obituary supplement of the daily newspaper to un-know its original perception and replace it with typographic storytelling of narratives of women facing the aftermath of surviving breast cancer in a society which still emphasizes on beauty standards and appearance; to evoke powerful social impact.



Figure.7 ('Obituary of a Boob', Kadak Collective, 2019)

Similarly, the zine example below takes the form of a monthly newsletter for a niche audience to euphemize harsh narratives of people facing social friction due to stereotypes and perceptions of racism in foreign geographies; to explain 'psychogeography' as a cultural concept. The letterpress treatment used in printing of type also conveys at the

age-old nature of stereotypes and racial discrimination as a cue to set visual context in the story.

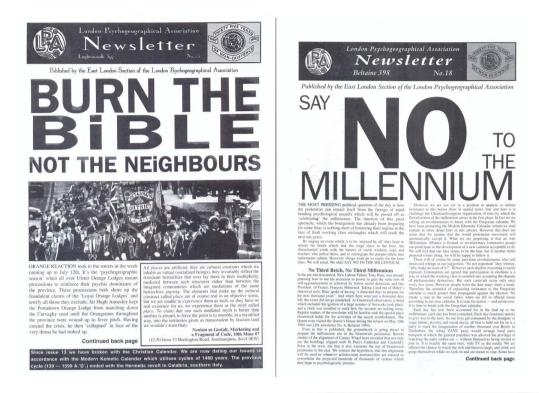




Figure.8 ('Newsletters', London Psychogeography Association, 2000)

A 'non-book' in this project refers to a storytelling medium which is not exactly a physical book but may carry one or more of the recalls of book-based storytelling (eg: printing,

typography, binding etc) but still tells a story through progressive disclosure and narratives.

For example, the self-experiment below is actually a zine but is has a non-book form as it doesn't contain the pages and legibility of a book; but still communicates the persona of pessimism and self-image issues through delicate glass pages, fonts focusing on negative spaces around letter forms which become confusing to read in the zine's closed state, much like the personality of a pessimist struggling with mental health.





Figure.9 ('Diary of a Pessimist', Sayali Milind Phadke, 2021)

Similarly, the example below is a zine but in the form of a printed 'rolling paper' bunch (wrapping paper for cigarettes) to evoke thoughts on a patriarchal society and its stereotype of type-casting women who smoke to be a 'bad influence' through hand-treated, raw, feminine looking fonts and typographic dialogue.



Figure.10 ('Charaswati- Made In India', Tarini Dixit, 2013)

Thus, we learn that a non-book serves as a great form of inclusive typographic storytelling for topics where physical books and regular media become predictable and for the viewers. However, when typographic non-books are placed in the right spaces, they can afford to make the storytelling process more interactive rather than make them a 'sit back and watch' experience.

For example, the image below is a non-book zine & brand collaboration with Lush Cosmetics. It is called 'The Poetry Pharmacy' which engages customers shopping skincare and body-care products experience mental calm and self-acceptance through 'poetry pills' which are based on themes related to body image, aging, appearance etc; containing short typographic dialogue of poems and healing words





Figure.11 ('Poetry on Prescription', Lush, 2023)

Similarly, in the self-experiment below, showcased at the British Museum, South London for an exhibit themed around 'The Impact of Decolonization'; the state of economic poverty of the colonies after decolonization is conveyed through a fictional currency design which becomes heavier and more hurtful to spend as the denomination grows smaller. The typographic storytelling on this currency design is not restricted to slogans and words, it also uses typographic punctuation marks to convey a state of 'caution' in the emblem design, as well as the symbolic graphic patterns and identity derived with the use of exclamation marks. The progressive disclosure in the storytelling is controlled through a

series of 'leftover currency' in an average household moneybox containing captions of how they became empty over the years, supported with contrasting news audio pieces from the west glorifying decolonization as a humanitarian act. The audio pieces and object-handling experience make enhance the typographic storytelling to feel more inclusive to viewers. The example below is an example of non-book storytelling as it still has elements of printing, and still has progressive disclosure of the story through different slogans & type identity.

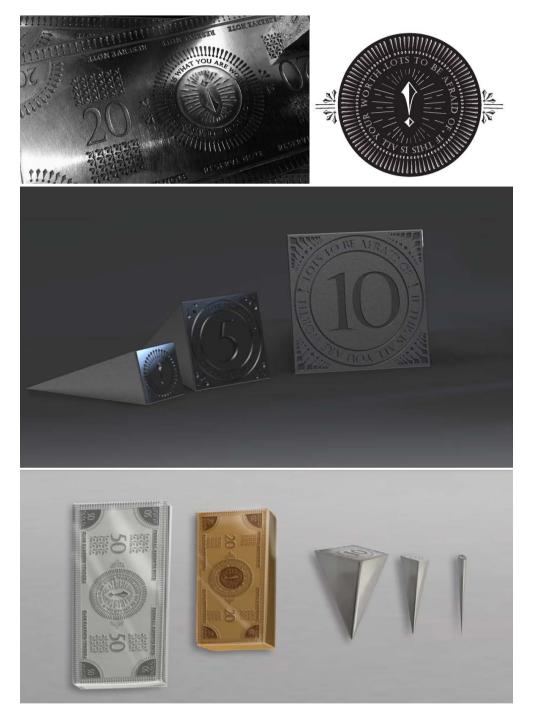


Figure.12 ('Currency of Decolonization', Sayali Phadke, Rohan Sharma, Esmond Sit, 2020)



Figure.13 ('Currency of Decolonization- Narrative', Sayali Phadke, Rohan Sharma, Esmond Sit, 2020)

Thus, we learn that typographic storytelling of incidents which impact culture and mentalities is better absorbed when the viewers are allowed to interact with the non-book media as they experience the narrative more closely. The self-experiment below showcases the plight of homeless immigrants in a foreign land through non-book typographic dialogue printed on a folding carpet occupying the entire floor area upon which viewers can walk, stop and know how homelessness impacts daily lives, making them feel more included in the experience.



Figure.14 ('The Nowhere Zine Carpet Floor Exhibit', Sayali Phadke, 2020)

Similarly, the example below tells the story of the mental shift that comes with moving places, cities etc in a modern society, through a series of typographic 'visual essays' in a digital interactive experience, including viewers to reflect on their own experiences of 'shifting' as well.

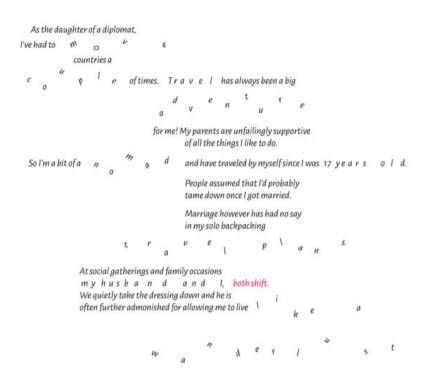


Figure.15 ('Shifting', Pavithra Dikshit- Kadak Reading Room, 2016)

Studying the affordance of digital platforms as a non-book storytelling medium to include webcomics, webzines, online communities, meme channels etc, it is observed that digital platforms account for personal interaction and full attention of the viewer to create impact. Challenging the role of typography as a supporting element for captions, the following self-experiment is a webcomic which uses storytelling through word pictures as the main focus to narrate the struggles of living with a 'freckle-face' and appearance-shaming in an Indian society.



Figure.16 ('Tough Spots', Sayali Milind Phadke, 2020)

Observing the scope of digital platforms in the following examples to engage audience's feedback through likes, shares, comments, 'trolling', tagging, comment wars, it is understood that digital platforms acts as a non-book storytelling medium to impact cultural change.



Figure.17 ('The Royal Existentials', Aarthi Parthasarathy, 2017)



Figure.18 ('Hate comment wars', MapsNMore, 2022)

The following self-experiment hence used typographic storytelling to influence inclusion of viewers and share their personal stories of navigating through social friction caused due to stereotypes and voice notes through an online community web-zine experience where typographic dialogue and animations were created to support the voice note stories in each post.

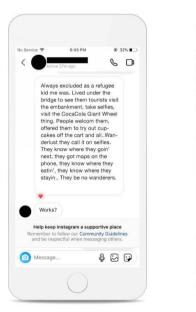
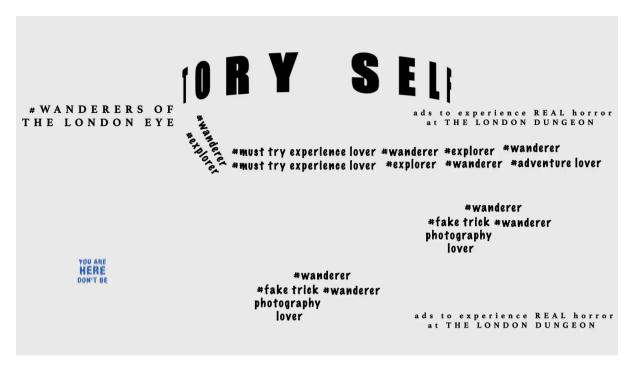






Figure.19 ('Content Generation', Sayali Milind Phadke, 2023)



(Figure 20: 'The homeless wanderluster- stills from AV Webzine', Sayali Phadke, 2022)



(Figure 21: 'A transgender at the salon- stills from AV Webzine', Sayali Phadke, 2023)

Through this example, it is understood that when typographic storytelling is combined with expressive animations, supporting or contrasting audio and placed in an interactive, inclusive, non-book media like digital platforms, webzines, meme channels etc the potential to make viewers included in the cultural storytelling of mindsets, mentalities, ideas and opinions, increases multifold.

#### 4. Conclusions:

Through all the research examples and self-experiments presented in this paper, it is largely understood that cultural storytelling expands its scope multifold through typography as it is an inclusive form of storytelling. In addition, the following observations add to the conclusion:

- Typographic storytelling cannot be limited to the forms of books, poems, scriptures etc as reaching larger audiences demands more inclusive forms.
- To innovate upon more fluid zines and non-book forms of storytelling, it is important to keep 'un-knowing' daily objects and environments to finally see them as a storytelling & communication design tool.
- When typographic dialogue meets fluid zines and non-book forms of storytelling it has a multifold impact on society due as the potential for cultural storytelling and inclusivity grows to influence change and revolution in culture.

### Acknowledgement

I thank Typography Day 2025, IDC School of Design, IIT Bombay, InDeAs, Design in India and Aksharaya for giving me this platform to present this paper. I also thank University of the Arts, London for supporting my studio practice in some of the self-experiments mentioned in this paper. I thank my mentors Mrs. Manasi Shekhar Keni and C. Gangadharan Menon (formerly associated with Rachana Sansad College of Applied Art) for reviewing all the self-experiments mentioned in this paper time and again.

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