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Conference On
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This volume contains scientific papers~~

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and case studies presented at
Interactive Sto- telling 08: The First
Joint International Conference on
Interactive Digital Storytelling (ICIDS),
held November 26-29, 2008, in Erfurt,
Germany. Interactive Digital
Storytelling (IDS) is a cross-
disciplinary

Interactive Storytelling - First Joint
International ...

This book constitutes the refereed
proceedings of the First Joint
International Conference on Interactive
Digital Storytelling, ICIDS 2008, held in
Erfurt, Germany, in November 2008.
The 19 revised full papers, 5 revised
short papers, and 5 poster papers
presented together with 3 invited
lectures and 8 demo papers were
carefully reviewed and selected from
62 submission.

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Interactive Storytelling | SpringerLink

StoryTec: A Digital Storytelling
Platform for the Authoring and

Experiencing of Interactive and Non-
linear Stories. Share on. Authors:

Stefan Göbel. ZGDV Darmstadt e.V.,
Digital Storytelling Group, Darmstadt,
Germany 64283.

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Author: ... ICIDS '08: Proceedings of
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International Conference
bezpłatną dostawą!

On Interactive Digital
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Storytelling Icds 2008
International ...

The first conference to directly address the research area was the 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment, which took place in March 2003 and focused specifically on concepts and first prototypes for automated storytelling and autonomous characters, including modeling of emotions and the user experience.

Interactive storytelling - Wikipedia
Interactive Storytelling Second Joint
International Conference on Interactive
Digital Storytelling, ICIDS 2009,
Guimarães, Portugal, December 9-11,
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Joint International Conference on
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2008 : Erfurt, Germany) Abstract or
Description: Locating Drama is a
collaborative project between the

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Lansdown Centre for Electronic Arts at
Middlesex University and the BBC
Radio Drama department.

Storytelling Icids 2008
Erfurt Germany November
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This book constitutes the refereed
proceedings of the First Joint
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Erfurt, Germany, in November 2008.
The 19 revised full papers, 5 revised
short papers, and 5 poster papers
presented together with 3 invited
lectures and 8 demo papers were
carefully reviewed and selected from
62 submission. The papers are
organized in topical sections on future
perspectives on interactive digital
storytelling, interactive storytelling
applications, virtual characters and
agents, user experience and dramatic

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immersion, architectures for story generation, models for drama management and interacting with stories, as well as authoring and creation of interactive narrative.

26 29 2008 Applications Incl

This book constitutes the refereed proceedings of the Third International Conference on Interactive Digital Storytelling, ICIDS 2010, held in Edinburgh, UK, in November 2010.

The book includes 3 keynotes, 25 full and short papers, 11 posters, 4 demonstration papers, 6 workshop papers, and 1 tutorial. The full and short papers have been organized into the following topical sections: characters and decision making; story evaluation and analysis; story generation; arts and humanities; narrative theories and modelling; systems; and applications.

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The rich programme of ICIDS 2009, comprising invited talks, technical presentations and posters, demonstrations, and co-located post-conference workshops clearly underscores the event's status as premier international meeting in the domain. It thereby confirms the decision taken by the Constituting Committee of the conference series to take the step forward: out of the national cocoons of its precursors, ICVS and TIDSE, and towards an itinerant platform reflecting its global constituency. This move reflects the desire and the will to take on the challenge to stay on the lookout, critically reflect upon and integrate views and ideas, findings and experiences, and to promote interdisciplinary exchange, while ensuring overall coherence

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and maintaining a sense of direction. This is a significant enterprise: The challenges sought are multifarious and must be addressed consistently at all levels. The desire to involve all research communities and stakeholders must be matched by acknowledging the differences in established practices and by providing suitable means of guidance and introduction, exposition and direct interaction at the event itself and of lasting (and increasingly: living) documentation, of which the present proceedings are but an important part.

This volume contains scientific papers and case studies presented at Interactive Storytelling 2008: The First Joint International Conference on Interactive Digital Storytelling (ICIDS), held November 26-29, 2008, in Erfurt, Germany. Interactive Digital

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Storytelling (IDS) is a cross-disciplinary topic, which explores new uses of interactive technologies for creating and experiencing narratives.

IDS is also a huge step forward in games and learning. This can be seen through its ability to enrich virtual characters with intelligent behavior, to allow collaboration of humans and machines in the creative process, and to combine narrative knowledge and user activity in interactive artifacts. IDS involves concepts from many aspects of Computer Science, above all from Artificial Intelligence, with topics such as narrative intelligence, automatic dialogue and drama management, and smart graphics. In order to process stories in real time, traditional storytelling needs to be formalized into computable models by drawing from narratological studies. As it is currently

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hardly accessible for creators and e-users, there is a need for new authoring concepts and tools supporting the creation of such dynamic stories, allowing for rich and meaningful interaction with the content.

This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, held in Dublin, Ireland, in December 2018. The 20 revised full papers and 16 short papers presented together with 17 posters, 11 demos, and 4 workshops were carefully reviewed and selected from 56, respectively 29, submissions. The papers are organized in the following topical sections: the future of the discipline; theory and analysis; practices and

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Internet, Web, And Hci

games; virtual reality; theater and performance; generative and assistive tools and techniques; development and analysis of authoring tools; and impact in culture and society.

As a game designer or new media storyteller, you know that the story is critical to the success of your project. Telling that story interactively is an even greater challenge, one that involves approaching the story from many angles. Here to help you navigate and open your mind to more creative ways of producing your stories is the authority on interactive design and a longtime game development guru, Chris Crawford. To help you in your quest for the truly interactive story, Crawford provides a solid sampling of what works and doesn't work, and how to apply the

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lessons to your own storytelling projects. After laying out the fundamental ideas behind interactive storytelling and explaining some of the misconceptions that have crippled past efforts, the book delves into all the major systems that go into interactive storytelling: personality models, actors, props, stages, fate, verbs, history books, and more. Crawford also covers the Storytron technology he has been working on for several years, an engine that runs interactive electronic storyworlds, giving readers a first-hand look into practical storytelling methods.

The book is concerned with narrative in digital media that changes according to user input—Interactive Digital Narrative (IDN). It provides a broad overview of current issues and

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future directions in this multi-disciplinary field that includes humanities-based and computational perspectives. It assembles the voices of leading researchers and practitioners like Janet Murray, Marie-Laure Ryan, Scott Rettberg and Martin Rieser. In three sections, it covers history, theoretical perspectives and varieties of practice including narrative game design, with a special focus on changes in the power relationship between audience and author enabled by interactivity. After discussing the historical development of diverse forms, the book presents theoretical standpoints including a semiotic perspective, a proposal for a specific theoretical framework and an inquiry into the role of artificial intelligence. Finally, it analyses varieties of current practice from digital poetry to location-

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based applications, artistic
experiments and expanded remakes
of older narrative game titles.

This book constitutes the refereed
proceedings of the 9th International
Conference on Interactive Digital
Storytelling, ICIDS 2016, held in Los
Angeles, CA, USA, in November 2016.
The 26 revised full papers and 8 short
papers presented together with 9
posters, 4 workshop, and 3
demonstration papers were carefully
reviewed and selected from 88
submissions. The papers are
organized in topical sections on
analyses and evaluation systems;
brave new ideas; intelligent narrative
technologies; theoretical foundations;
and usage scenarios and applications.

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Discover the latest research on crafting compelling narratives in interactive entertainment. Electronic games are no longer considered "mere fluff" alongside the "real" forms of entertainment, like film, music, and television. Instead, many games have evolved into an art form in their own right, including carefully constructed stories and engaging narratives enjoyed by millions of people around the world. In Handbook on Interactive Storytelling, readers will find a comprehensive discussion of the latest research covering the creation of interactive narratives that allow users to experience a dramatically compelling story that responds directly to their actions and choices. Systematically organized, with extensive bibliographies and academic

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exercises included in each chapter, the book offers readers new perspectives on existing research and fresh avenues ripe for further study. In-depth case studies explore the challenges involved in crafting a narrative that comprises one of the main features of the gaming experience, regardless of the technical aspects of a game's production. Readers will also enjoy: A thorough introduction to interactive storytelling, including discussions of narrative, plot, story, interaction, and a history of the phenomenon, from improvisational theory to role-playing games A rigorous discussion of the background of storytelling, from Aristotle's Poetics to Joseph Campbell and the hero's journey Compelling explorations of different perspectives in the interactive storytelling space, including different

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platforms, designers, and interactors, as well as an explanation of storyworlds Perfect for game designers, game developers, game and narrative researchers and academics, and undergraduate and graduate students studying storytelling, game design, gamification, and multimedia systems, Handbook on Interactive Storytelling is an indispensable resource for anyone interested in the deployment of compelling narratives in an interactive context.

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