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Technologies for Interactive Digital Storytelling and Entertainment

Second International Conference, TIDSE 2004 Darmstadt, Germany, June 2004 Proceedings



<u>Technologies For Interactive Digital Storytelling And Entertainment</u>

Stefan Göbel

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conceptual framework influenced by cybernetics and cognitive narratology addressing limitations of perspectives originally developed for legacy media forms Applying its framework the book analyzes successful works and lays out concrete design advice providing instructors students and practitioners with a more precise and specific understanding of IDN This will be essential reading for courses in interactive narrative interactive storytelling and game writing as well as digital media more generally
Interactive Digital Narrative Hartmut Koenitz, Gabriele Ferri, Mads Haahr, Diğdem Sezen, Tonguç İbrahim Sezen, 2015-04-10 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 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 based applications artistic experiments and expanded remakes of older narrative game titles

Interactive Storytelling Mei Si, David Thue, Elisabeth Andre, James Lester, Joshua Tanenbaum, Veronica Zammitto, 2011-11-14 This book constitutes the refereed proceedings of the 4th International Conference on Interactive Digital Storytelling ICIDS 2011 held in Vancouver Canada in November December 2011 The 17 full papers 14 short papers and 16 poster papers were carefully reviewed and selected from 72 paper and poster submissions In addition the volume includes 6 workshops descriptions The full and short papers have been organized into the following topical sections interactive storytelling theory new authoring modes virtual characters and agents story generation and drama managment narratives in digital games evaluation and user experience reports tools for interactive storytelling Interactive Storytelling Lissa Holloway-Attaway, John T. Murray, 2023-10-30 This two volume set LNCS 14383 and LNCS 14384 constitutes the refereed proceedings of the 16th International Conference on Interactive Digital Storytelling ICIDS 2023 held in Kobe Japan during November 11 15 2023 The 30 full papers presented in this book together with 11 short papers were carefully reviewed and selected from 101 submissions Additionally the proceedings includes 22 Late Breaking Works The papers focus on topics such as theory history and foundations social and cultural contexts tools and systems interactive narrative design virtual worlds performance games and play applications and case studies and late breaking works

Interactive Storytelling Ruth Aylett, Mei Yii Lim, Sandy Louchart, Paolo Petta, Mark Riedl, 2010-10-31 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 Interactive Storytelling Ulrike Spierling, 2008-11-13 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. 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 immersion architectures for story generation models for drama management and interacting with stories as well as authoring and creation of interactive narrative *Interactive Storytelling* Alex Mitchell, Clara Fernández-Vara, David Thue, 2014-09-25 This book constitutes the refereed proceedings of the 7th International Conference on Interactive Storytelling ICIDS 2014 Singapore Singapore November 2014 The 20 revised full papers presented together with 8 short papers 7 posters and 5 demonstration papers were carefully reviewed and selected from 67 submissions. The papers are organized in topical sections on story generation authoring evaluation and analysis theory retrospectives and user experience Handbook on Interactive Storytelling Jouni Smed, Tomi 'bgt' Suovuo, Natasha Skult, Petter Skult, 2021-07-13 HANDBOOK ON INTERACTIVE STORYTELLING 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 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 platforms designers and interactors as well as an explanation of storyworlds Perfect for game designers developers game and narrative researchers academics 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 The Authoring Problem Charlie Hargood, David E. Millard, Alex Mitchell, Ulrike Spierling, 2023-01-01 Authoring its tools processes and design challenges are key issues for the Interactive Digital Narrative IDN research community The complexity of IDN authoring often involving stories co created by procedures and user interaction creates confusion for tool developers and raises barriers for new authors This book examines these issues from both the tool designer and the author's perspective discusses the poetics of IDN and how that can be used to design authoring tools explores diverse forms of IDN and their demands and investigates the challenges around conducting research on IDN authoring To address these challenges the chapter authors incorporate a range of interdisciplinary perspectives on The Authoring Problem in IDN While existing texts provide how to guidance for authors this book is a primer for research and practice based investigations into the authoring problem collecting the latest thoughts about this area from key researchers and practitioners **Games and Narrative: Theory and Practice** Barbaros Bostan, 2021-12-07 This book provides an introduction and overview of the rapidly evolving topic of game narratives presenting the new perspectives employed by researchers and the industry highlighting the recent empirical findings that illustrate the nature of it The first section deals with narrative design and theory the second section includes social and cultural studies on game narrative the third section focuses on new technologies and approaches for the topic the fourth section presents practices and case studies and the final section provides industry cases from professionals Handbook of Critical Improvisation Studies George Lewis, Benjamin Piekut, 2016 V 1 Cognitions v 2 Critical theories The Oxford Handbook of Critical Improvisation Studies, Volume 2 George E. Lewis, Benjamin Piekut, 2016-08-22 Improvisation informs a vast array of human activity from creative practices in art dance music and literature to everyday conversation and the relationships to natural and built environments that surround and sustain us The two volumes of the Oxford Handbook of Critical Improvisation Studies gather scholarship on improvisation from an immense range of perspectives with contributions from more than sixty scholars working in architecture anthropology art history computer science cognitive science cultural studies dance economics education ethnomusicology film gender studies history linguistics literary theory musicology neuroscience new media organizational science performance studies philosophy popular music studies psychology science and technology studies sociology and sound art among others **Entertainment Computing -**

ICEC 2007 Lizhuang Ma, Matthias Rauterberg, Ryohei Nakatsu, 2007-08-26 This book constitutes the refereed proceedings of the 6th International Conference on Entertainment Computing ICEC 2007 The papers are organized in topical sections on augmented virtual and mixed reality computer games image processing mesh and modeling digital storytelling and interactive systems sound music and creative environments video processing rendering computer animation and networks game based interfaces as well as robots and cyber pets

The Second Australasian Conference on Interactive

Entertainment Yusuf Pisan, 2005 The second Australasian conference on interactive entertainment is latest series of annual

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