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Titolo	Interactive Storytelling [[e-book]] : 6th International Conference, ICIDS 2013, Istanbul, Turkey, November 6-9, 2013, Proceedings / / edited by Hartmut Koenitz, Tonguc Ibrahim Sezen, Gabriele Ferri, Mads Haahr, Digdem Sezen, Güven Çatak
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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8230
Disciplina	006.7
Soggetti	Application software Personal computers Multimedia systems User interfaces (Computer systems) Artificial intelligence Arts
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Models, Theories and Vocabulary -- Modeling Foreshadowing in Narrative Comprehension for Sentimental Readers -- Narrative Intelligibility and Closure in Interactive Systems -- On Games and Links: Extending the Vocabulary of Agency and Immersion in Interactive Narratives -- The Visual Construction of Narrative Space in Video Games -- Video Game Mise-En-Scene Remediation of Cinematic Codes in Video Games -- Mapping the Evolving Space of Interactive Digital Narrative -- From Artifacts to Categorizations -- Conceptualizing Productive Interactivity in Emergent Narratives -- Suitability of Modelling Context for Use within Emergent Narrative -- Applications and Authoring Tools -- Production and Delivery of Interactive Narratives Based on Video Snippets -- Telling Stories on the Go: Lessons from a Mobile Thematic Storytelling System -- Towards Automatic Story Clustering for Interactive Narrative Authoring -- Breaking Points -- A Continuously Developing Interactive Digital

Narrative -- The Role of Gender and Age on User Preferences in
 Narrative Experiences -- Constructing and Connecting Storylines to Tell
 Museum Stories -- Night Shifts An Interactive Documentary for the iPad
 -- SimDate3D – Level Two -- Analyses, Evaluation and User Experience
 Reports -- Acting, Playing or Talking about the Story: An Annotation
 Scheme for Communication during Interactive Digital Storytelling --
 Performative Authoring: Nurturing Storytelling in Children through
 Imaginative Enactment -- Player Perspectives to Unexplained Agency-
 Related Incoherence -- Breaching Interactive Storytelling's Implicit
 Agreement: A Content Analysis of Facade User Behaviors -- Satire,
 Propaganda, Play, Storytelling. Notes on Critical Interactive Digital
 Narratives -- Silent Hill 2 and the Curious Case of Invisible Agency --
 The Elements of a Narrative Environment: Exploring User Reactions in
 Relation to Game Elements -- Artificial Intelligence and Story
 Generation -- Generating Different Story Tellings from Semantic
 Representations of Narrative -- Theoretical Considerations towards
 Authoring Emergent Narrative -- Generating Stories with Morals --
 Metrics for Character Believability in Interactive Narrative -- Fully-
 Automatic Interactive Story Design from Film Scripts -- New Narrative
 Forms -- Storytelling and the Use of Social Media in Digital Art
 Installations -- Faceless Patrons –An Augmented Installation Exploring
 419-Fictional Narratives -- Minun Helsinki/My Helsinki/Wa
 Magaaleydi Helsinki – Finnish Somali Youth Speak for Themselves in
 Their Document Film -- Re: Dakar Arts Festival: Exploring Transmedia
 Storytelling Methods to Document an Internet Scam -- Building
 Narrative Connections among Media Objects in Cultural Heritage
 Repositories -- Story Jam: Supporting Collective Storytelling with Game
 Mechanics -- Workshops -- 2nd Workshop on Games and NLP
 (GAMNLP-13) -- Adapting Narrative Complexity to Games -- Classic
 Games Workshop -- Edularp: Teaching, Learning and Engaging through
 Role play and Interactive Narratives -- Interactive Digital Storytelling:
 Practice, Impact and Aesthetics -- Interactive Story Creation with
 Smartphone Video -- ICIDS 2013 Workshop: Revisiting the Spam Folder
 – Using 419-Fiction for Interactive Storytelling -- The Importance of
 Storytelling on Online Activism for Creating Change -- The Possibilities
 of Implementing Productive Interactivity in Emergent Narratives --
 Towards Mapping the Evolving Space of Interactive Digital Narrative.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International
 Conference on Interactive Storytelling, ICIDS 2013, Istanbul, Turkey,
 November 2013. The 14 revised full papers presented together with 10
 short papers were carefully reviewed and selected from 51
 submissions. The papers are organized in topical sections on theory
 and aesthetics; authoring tools and applications; evaluation and user
 experience reports; virtual characters and agents; new storytelling
 modes; workshops.

2. Record Nr.	UNICASRML0234809
Autore	SICA, Mario
Titolo	Formazione e riclassificazione dei bilanci d'esercizio : Notazioni introduttive, tavole sinottiche e riferimenti bibliografici / Mario Sica
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Livello bibliografico	Monografia