

1. Record Nr.	UNINA9910144152203321
Titolo	Technologies for Interactive Digital Storytelling and Entertainment : Second International Conference, TIDSE 2004, Darmstadt, Germany, June 24-26, 2004, Proceedings // edited by Stefan Göbel, Ulrike Spierling, Anja Hoffmann, Ido Iurgel, Oliver Schneider, Johanna Dechau, Axel Feix
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2004
ISBN	3-540-27797-8
Edizione	[1st ed. 2004.]
Descrizione fisica	1 online resource (XVI, 308 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3105
Disciplina	006.7
Soggetti	Application software Multimedia systems User interfaces (Computer systems) Artificial intelligence Computer graphics Computer Applications Multimedia Information Systems User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Artificial Intelligence Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Keynote Speech -- Embodied Agents and Meaningful Motion -- Interactive Storytelling -- Natural Language Understanding in Façade: Surface-Text Processing -- Stepping into the Interactive Drama -- From Another Point of View: Art-E-Fact -- 1, 2, 3 Action! Directing Real Actors and Virtual Characters -- Object Oriented Prompted Play (O2P2): A Pragmatic Approach to Interactive Narrative -- Transferring Game Mastering Laws to Interactive Digital Storytelling -- Narrativity of User Experience -- Integrated Decision Points for Interactive Movies --

Virtual Human -- Autonomous Virtual Actors -- Virtual Human:
 Storytelling and Computer Graphics for a Virtual Human Platform --
 Evaluation of a Virtual Narrator's Expressiveness in Terms of Suspense
 Signaling -- Emotional Characters for Automatic Plot Creation --
 Authoring -- Writing Interactive Fiction Scenarii with DraMachina -- A
 Toolkit for Authoring Non-linear Storytelling Environments Using Mixed
 Reality -- Learning from the Movie Industry: Adapting Production
 Processes for Storytelling in VR -- A System to Compose Movies for
 Cross-Cultural Storytelling: Textable Movie -- Mobile -- Hopstory: An
 Interactive, Location-Based Narrative Distributed in Space and Time --
 Mobile Entertainment Computing -- Learning -- StoryNet: An
 Educational Game for Social Skills -- Inner Earth: Towards Interaction
 Patterns -- Media Art Environment Geist: Integrating Traditional
 Painting into 3D AR Storytelling Scenario -- Conceptual Models for
 Interactive Digital Storytelling in Knowledge Media Applications --
 Experience the Antique Olympics! An Interactive Educational Narrative
 -- Theory -- Narrative, Game Play, and Alternative Time Structures for
 Virtual Environments -- Applications -- Telling Stories with Dialogue
 Boxes to Retrieve Documents -- Mediapark: Presenting the Media
 Docks Luebeck with the Digital Storytelling System Jeherazade --
 Scene-Driver: An Interactive Narrative Environment Using Content from
 an Animated Children's Television Series -- Gaming -- On Distributing
 Interactive Storytelling: Issues of Event Synchronization and a Solution
 -- Interaction and Expressivity in Video Games: Harnessing the
 Rhetoric of Film -- Exploring Narratives for Physical Play: A Pop-Up
 Guide to an Interactive Playground -- Demos and Exhibitions --
 Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives --
 Poetics of Voicemail: The Tree-Structured Narrative of BirthData --
 Libro Vision: Gesture-Controlled Virtual Book -- DinoHunter: Platform
 for Mobile Edutainment Applications in Museums -- An Example for
 Location Sensitive Media Integration: Re-discovering the Place Itself as
 a Medium by Adding Technology -- Monotony: An Experimental
 Interactive Narrative -- The Fabulous Adventures of MC Walker:
 Conceptual Videogame -- Janus – Keeper of the Gate to the Otherworld
 -- Oral Tradition versus Digital Storytelling: On Educational Effects of
 Middle European Folk Tales and Their Value for Digital Storytelling --
 Antiziganism and Persecution of the Sinti and Roma from the Late
 Middle Ages to the 20th Century.

Sommario/riassunto

Interactive Digital Storytelling has evolved as a prospering research
 topic banding together formerly disjointed disciplines stemming from
 the arts and humanities as well as computer science. It's tied up with
 the notion of storytelling as an effective means for the communication
 of knowledge and social values since the existence of humankind. It
 also builds a bridge between current academic trends investigating and
 formalizing computer games, and developments towards the
 experience-based design of human-media interaction in general. In
 Darmstadt, a first national workshop on Digital Storytelling was
 organized by ZGDV e.V. in 2000, which at that time gave an impression
 about the breadth of this new research field for computer graphics
 (DISTEL 2000). An international follow-up was planned: the 1st
 International Conference on Technologies for Interactive Digital
 Storytelling and Entertainment (TIDSE 2003). Taking place in March
 2003, it showed a more focussed range of research specifically on
 concepts and first pro- types for automated storytelling and
 autonomous characters, including modelling of emotions and the user
 experience. At TIDSE 2004, an established and still-growing
 community of researchers gathered together to exchange results and
 visions. This confirms the construction of a series of European

conferences on the topic – together with the International Conference on Virtual Storytelling, ICVS (conducted in 2001 and 2003 in France) – which will be further cultivated.
