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| Disciplina | 006.7 |
| Soggetti | Digital humanities Computer networks Artificial intelligence Image processing - Digital techniques Computer vision Digital Humanities Computer Communication Networks Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics |
| Lingua di pubblicazione | Inglese |
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| Livello bibliografico | Monografia |
| Nota di contenuto | Creating the Discipline: Interactive Digital Narrative Studies -- Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality -- "It's all Greek to Me": Developing a Framework for analyzing Diegesis in Digital Narrative Games -- An Educational Program in Interactive Narrative Design -- Challenges of IDN Research and Teaching -- Is "Citizen Kane" Moment Coming? - A Research on Chinese VR Documentary Practice and Storytelling -- Impacting Culture and Society -- Someone Else's Story: An Ethical Approach to Interactive Narrative Design for Cultural Heritage -- Interactive Digital Narrative Practices and Applications -- Practical Insights for XR Devised Performances -- Using Ink and Interactive Fiction to Teach Interactive |

Design -- How Relevant Is Your Choice? User Engagement and Perceived Agency in Interactive Digital Narratives on Video Streaming Platforms -- Designing and Developing Interactive Narratives for Collaborative Problem-Based Learning.-The Angstfabrik' experience: Factoring Fear into Transformative Interactive Narrative Design -- Spaceline: A Concept for Interaction in Cinematic Virtual Reality -- Facilitating Information Exploration of Archival Library Materials through Multi-modal Storytelling -- The Impact of Multi-Character Story Distribution and Gesture on Children's Engagement -- Dungeon on the Move: A case study of a procedurally-driven narrative project in progress -- Choose Your Permanent Adventure: Towards a Framework for Irreversible Storygames -- The Potential of Interactive Digital Narratives. Agency and Multiple Perspectives in Last Hijack Interactive -- Theoretical Foundations -- A Machinima-Based Evaluation of Leveraging Machinima to Characterize Viewer Comprehension of Character Motivation in DDRSs -- Narrative Urgency: Motivating Action in Interactive Digital Media -- "What'chu Lookin' At?": Narrative, Spectatorship, and Ludic Constructivism in Variable State's Virginia -- The Story We Cannot See: On How a Retelling Relates to its Afterstory -- "Well, That was Quick" -- Towards Storyworld Adaptivity That Reacts To Players as People -- A Spectrum of Audience Interactivity for Entertainment Domains -- Towards Intelligent Interactive Theatre: Drama Management as a way of handling performance -- Technologies -- Towards Procedural Generation of Narrative Puzzles for Adventure Games -- JUNGLE: An Interactive Visual Platform for Collaborative Creation and Consumption of Nonlinear Transmedia Stories -- Felt: A Simple Story Sifter -- Creating and querying a drama dataset -- Villanelle: An Authoring Tool for Autonomous Characters in Interactive Fiction -- A Hierarchical Approach for Visual Storytelling Using Image Description -- A Knowledge Representation for Planning-Based Story Generation Applied to the Manual and Automatic Encoding of Plot -- SHOWRUNNER: A Tool for Storyline Execution/Visualization in 3D Game Environments -- Using VR to Simulate Interactable AR storytelling -- Firebolt: A System for Automated Low-Level Cinematic Narrative Realization -- Interactive Narrative Generation Using Location and Genre Specic Context -- Emotion-based Story Event Clustering -- Human Factors -- Embodying Cognitive Processes in Storytelling Interfaces for Children -- Towards a Gesture-Based Story Authoring System: Design Implications from Feature Analysis of Iconic Gestures During Storytelling -- When did I lose them? Using Process Mining to study user engagement in Interactive Digital Narrative -- Eects of higher interactivity on the Interactive Narrative Experience: an experimental study -- Towards a Quality Framework for Immersive Media Experiences: A Holistic Approach -- The Eects of Interactive Emotional Priming on Storytelling: An Exploratory Study -- Cognitive Training for Older Adults with a Dialogue-Based, Robot-Facilitated Storytelling System -- Doctoral Consortium -- Companionship Games: A framework for emotionally engaging and empathetic interactive characters -- Towards Design Principles for Fashion in Interactive Emergent Narrative -- A Design Framework for Learning About Representation in Video Games Through Modication of Narrative and Gameplay -- Demonstrations -- The Book of Endless History: Authorial use of GPT2 for Interactive Storytelling.

Sommario/riassunto

This book constitutes the refereed proceedings of the 12th International Conference on Interactive Digital Storytelling, ICIDS 2019, held in Little Cottonwood Canyon, UT, USA, in November 2019. The 14 revised full papers and 10 short papers presented together with 19 posters, 1 demo, and 3 doctoral consortiums were carefully reviewed

and selected from 66 submissions. The papers are organized in the following topical sections: Creating the Discipline: Interactive Digital Narrative Studies, Impacting Culture and Society, Interactive Digital Narrative Practices and Applications, Theoretical Foundations, Technologies, Human Factors, Doctoral Consortium, and Demonstrations.
