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| 1. Record Nr.           | UNINA9910483214803321   |
| Titolo                  | Interactive Storytelling : 10th International Conference on Interactive Digital Storytelling, ICIDS 2017 Funchal, Madeira, Portugal, November 14–17, 2017, Proceedings / / edited by Nuno Nunes, Ian Oakley, Valentina Nisi   |
| Pubbl/distr/stampa      | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017   |
| ISBN                    | 3-319-71027-3   |
| Edizione                | [1st ed. 2017.]   |
| Descrizione fisica      | 1 online resource (XVII, 414 p. 57 illus.)  |
| Collana                 | Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 10690  |
| Disciplina              | 006.7   |
| Soggetti                | Digital humanities<br>Microcomputers<br>Interactive multimedia<br>Multimedia systems<br>User interfaces (Computer systems)<br>Human-computer interaction<br>Artificial intelligence<br>Digital Humanities<br>Personal Computing<br>Media Design<br>User Interfaces and Human Computer Interaction<br>Artificial Intelligence  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Includes index.   |
| Nota di contenuto       | RheijnLand.Xperiences – A Storytelling Framework for Cross-Museum Experiences -- Effective Scenario Designs for Free-text Interactive Fiction -- Dynamic Syuzhets: Writing and Design Methods for Playable Stories -- Plans versus Situated Actions in Immersive Storytelling Practices -- Experiencing the Presence of Historical Stories with Location-based Augmented Reality -- Developing a Writer's Toolkit for Interactive Locative Storytelling -- Level of Detail Event Generation -- Grimes' Fairy Tales: A 1960s Story Generator -- The Narrative Logic of |

Rube Goldberg Machines -- Cinelabyrinth: The Pavilion of Forking Paths -- Verb+s Is Looking for Love: Towards a Meaningful Narrativization of Abstract Content -- Wordless Games: Gameplay as Narrative Technique -- A Framework for Multi-Participant Narratives Based on Multiplayer Game Interaction -- Gaming Versus Storytelling: Understanding Children's Interactive Experiences in a Museum Setting -- Using Interactive Storytelling to Identify Personality Traits -- How Knowledge of the Player Character's Alignment Affect Decision Making in an Interactive Narrative -- Thinning the Fourth Wall with Intelligent Prompt -- Who Are You? Voice-over Perspective in Surround Video -- Empathic Actualities: Toward a Taxonomy of Empathy in Virtual Reality -- Design for Emerging Media: How MR Designers Think about Storytelling, Process, and Defining the Field -- An Interactive Installation for Dynamic Visualization of Multi-author Narratives -- Factors of Immersion in Interactive Digital Storytelling -- Evaluating User Experience in 360° Storytelling Through Analytics -- Towards an Interaction Model for Interactive Narratives -- Using Interactive Fiction to Teach Pediatricians-in Training about Child Abuse -- Interactive Imagining in Interactive Digital Narrative -- Repetition, Reward and Mastery: The Value of Game Design Patterns for the Analysis of Narrative Game Mechanics -- Towards a Narrative-Based Game Environment for Simulating Business Decisions -- What is a Convention in Interactive Narrative Design? -- Interactive Storytelling for the Maintenance of Cultural Identity: The Potential of Affinity Spaces for the Exchange and Continuity of Intergenerational Cultural Knowledge -- Applying Interactive Documentary as a Pedagogical Tool in High School Level -- Interactive Storytelling System for Enhancing Children's Creativity -- Open World Story Generation for Increased Expressive Range -- Collisions and Constellations: On the Possible Intersection of Psychoethnography and Digital Storytelling -- Evaluating Visual Perceptive Media -- Biennale 4D – Exploring the Archives of the Swiss Pavilion at the «Biennale di Venezia» Art Exhibition -- Subject and Subjectivity: A Conversational Game using Possible Worlds -- The AntWriter Improvisational Writing System: Visualizing and Coordinating Upcoming Actions -- How Interactivity is Changing In Immersive Performances - An Approach of Understanding The Use of Interactive Technologies in Performance Art -- Interactive Storytelling to Teach News Literacy to Children -- Enhancing Museum's Experiences Through Games And Stories for Young Audiences -- That's Not How It Should End: The Effect of Reader/Player Response on the Development of Narrative -- Leveraging on Transmedia Entertainment-Education to Offer Tourists a Meaningful Experience -- Embodied and Disembodied Voice: Characterizing Nonfiction Discourse in Cinematic-VR -- Learning and Teaching Biodiversity through a Storyteller Robot -- Authoring Concepts and Tools for Interactive Digital Storytelling in the Field of Mobile Augmented Reality -- NOAA: Maintaining Cultural Identity Through Intergenerational Storytelling and Digital Affinity Spaces -- An Epistemological Approach to the Creation of Interactive VR Fiction Films -- User and Player Engagement in Local News and/as Interactive Narratives -- Grammar Stories: A Proposal for the Narrativization of Abstract Contents -- Bringing Together Interactive Digital Storytelling with Tangible Interaction: Challenges and Opportunities -- Film-Live An innovative immersive and interactive cinema experience -- Workshop Transmedia Journalism and Interactive Documentary in Dialogue -- Authoring for Interactive Storytelling Workshop -- History of Expressive Systems.

held in Funchal, Madeira, Portugal, in November 2017. The 16 revised full papers and 4 short papers presented were carefully reviewed and selected from 65 submissions. The papers are organized in topical sections on story design, location and generation, history and learning, games, emotion and personality, posters and demos.

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