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Nota di contenuto	Invited Perspectives on Interactive Digital Storytelling -- Supporting Storytelling in a Programming Environment for Middle School Children

-- Purple Rose of Cairo in Reverse -- The World Is My Oyster – Mobility as a Challenge for Interactive Storytelling -- The IRIS Network of Excellence: Future Directions in Interactive Storytelling -- Evaluation, Experiencing, and Case Studies -- Digital Storytelling as a Whole-Class Learning Activity: Lessons from a Three-Years Project -- Comparing Effects of Different Cinematic Visualization Strategies on Viewer Comprehension -- The Motivational Appeal of Interactive Storytelling: Towards a Dimensional Model of the User Experience -- Turbulence – A User Study of a Hypernarrative Interactive Movie -- Authoring Tools and the Creation Process -- Authoring Issues beyond Tools -- Iterative Authoring Using Story Generation Feedback: Debugging or Co-creation? -- Interactive Storytelling System Using Recycle-Based Story Knowledge -- Emohawk: Searching for a “Good” Emergent Narrative -- Exploring Narrative Presentation for Large Multimodal Lifelog Collections through Card Sorting -- Games and Story -- Designing Storytelling Games That Encourage Narrative Play -- Table-Top Gaming Narratology for Digital Interactive Storytelling -- From Tabletop RPG to Interactive Storytelling: Definition of a Story Manager for Videogames -- The Good, the Bad and the Ugly: Short Stories in Short Game Play -- Introducing Multiple Interaction Devices to Interactive Storytelling: Experiences from Practice -- Theoretical Perspectives -- Narrative Development in Improvisational Theatre -- The Narrative-Communication Structure in Interactive Narrative Works -- Traumaculture and Telepathetic Cyber Fiction -- Digital Poetry: A Narrow Relation between Poetics and the Codes of theComputational Logic -- Exaggerated Claims for Interactive Stories -- Tools, Applications and Frameworks -- DEEP SPACE: High Resolution VR Platform for Multi-user Interactive Narratives -- Playing Sub-stories from Complex Movies -- Multiple Coordinated Mobile Narratives as a Catalyst for Face-to-Face Group Conversation -- Narrative Control and Drama Management -- Directorial Control in a Decision-Theoretic Framework for Interactive Narrative -- Controlling Narrative Generation with Planning Trajectories: The Role of Constraints -- Evaluation of a Drama Manager Agent for an Interactive Story-Based Game -- What Would You Do in Their Shoes? Experiencing Different Perspectives in an Interactive Drama for Multiple Users -- Approaching Novel Perspectives and Experiences -- Bridging Media with the Help of Players -- To Be or Not to Be: Towards Stateless Interactive Drama -- Conceiving Interactive Story Events -- Interactive Narration within Audio Augmented Realities -- Posters -- Suspense? Surprise! or How to Generate Stories with Surprise Endings by Exploiting the Disparity of Knowledge between a Story’s Reader and Its Characters -- The Evolution of Story Spaces of Digital Games beyond the Limits of Linearity and Monotonicity -- A Computational Model of Emotional Response to Stories -- Adaptivity in Game-Based Learning: A New Perspective on Story -- Digital Video and Interactivity -- Demonstrations -- Say Anything: A Demonstration of Open Domain Interactive Digital Storytelling -- An Interactive Film Demonstration: Crossed Lines -- Pedagogical Dramas and Transformational Play: Realizing Narrative through Videogames Design -- Virtual Heritage Tours: Developing Interactive Narrative-Based Environments for Historical Sites -- The Third Woman -- Design and Implementation of the Interactive Space forDigital Storytelling (ISDS): The Cocktail Party -- Workshops -- Creating 3D Virtual Characters for Games and Storytelling Applications in a Few Easy Steps -- Creating the Goodies and Baddies of the Story: Specification of an Interoperable and Reusable Avatar Identity -- Hands-on Interactive Storytelling Techniques -- Do We Need a New Narratology for Interactive Digital Storytelling? A

Workshop on Theory at ICIDS 2009 -- Workshop on Authoring Methods and Conception in Interactive Storytelling.

Sommario/riassunto

The rich programme of ICIDS 2009, comprising invited talks, technical pres- tations and posters, demonstrations, and co-located post-conference workshops clearly underscores the event’s status as premier international meeting in the domain. It thereby con?rms the decision taken by the Constituting Committee of the conference series to take the step forward: out of the national cocoons of its precursors, ICVS and TIDSE, and towards an itinerant platform re?ecting its global constituency. This move re?ects the desire and the will to take on the challenge to stay on the lookout, critically re?ect upon and integrate views and ideas,?ndingsandexperiences, andtopromoteinterdisciplinaryexchange,while ensuring overall coherence and maintaining a sense of direction. This is a signi?cant enterprise: The challenges sought are multifarious and must be addressed consistently at all levels. The desire to involve all research communitiesandstakeholdersmustbematchedbyacknowledgingthedi? erences in established practises and by providing suitable means of guidance and int- duction, exposition and direct interaction at the event itself and of lasting (and increasingly:living) documentation, of which the present proceedings are but an important part.