

1. Record Nr.	UNISA996205098003316
Titolo	International journal of expert systems
Pubbl/distr/stampa	Greenwich, Conn., : JAI Press, c1987-1997
ISSN	1878-5387
Descrizione fisica	1 online resource
Disciplina	006.3/3/05
Soggetti	Expert systems (Computer science) Expertsystemen Systemes experts (Informatique)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed
2. Record Nr.	UNINA9910639877203321
Titolo	The Authoring Problem : Challenges in Supporting Authoring for Interactive Digital Narratives // edited by Charlie Hargood, David E. Millard, Alex Mitchell, Ulrike Spierling
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	9783031052149 3031052145
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (344 pages)
Collana	Human-Computer Interaction Series, , 2524-4477
Disciplina	025.174 006.7
Soggetti	User interfaces (Computer systems) Human-computer interaction Video games - Programming Human-machine systems User Interfaces and Human Computer Interaction Game Development Interaction Design

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Introduction -- Part I. Authors and Processes -- Understanding the Process of Authoring -- Interactive Digital Narrative: The Genealogy of a Field -- Authorial Burden -- We Make How We Learn: The role of Community in Authoring Tool Longevity -- The Authoring Problem is a Publishing Problem -- Part II. Content -- Getting Creative with Actions -- Authoring Interactive Narrative Meets Narrative Interaction Design -- Writing for Replay: Supporting the Authoring of Kaleidoscopic Interactive Narratives -- Strange Patterns: Structure and Post-structure in Interactive Digital Narratives -- Mapping the Unmappable: Reimagining Visual Representations of Interactive Narrative -- On Story -- Part III. Form -- Authoring for Story Sifters -- Authoring Locative Narratives - Lessons Learned and Future Visions -- Shower Curtains of the Mind -- Game Mechanics as Narrative Mode -- Working with Intelligent Narrative Technologies -- Part IV. Research Issues -- Authoring Issues in Interdisciplinary Research Teams -- The Authoring Tool Evaluation Problem -- Quantitative Analysis of Emergent Narratives -- An Ethics Framework for Interactive Digital Narrative Authoring.</p>
Sommario/riassunto	<p>Authoring, its tools, processes, and design challenges are key issues for the Interactive Digital Narrative (IDN) research community. The complexity of IDN authoring, often involving stories co-created by procedures and user interaction, creates confusion for tool developers and raises barriers for new authors. This book examines these issues from both the tool designer and the author's perspective, discusses the poetics of IDN and how that can be used to design authoring tools, explores diverse forms of IDN and their demands, and investigates the challenges around conducting research on IDN authoring. To address these challenges, the chapter authors incorporate a range of interdisciplinary perspectives on 'The Authoring Problem' in IDN. While existing texts provide 'how-to' guidance for authors, this book is a primer for research and practice-based investigations into the authoring problem, collecting the latest thoughts about this area from key researchers and practitioners.</p>