

1. Record Nr.	UNINA9910357847403321
Titolo	Interactive Storytelling : 12th International Conference on Interactive Digital Storytelling, ICIDS 2019, Little Cottonwood Canyon, UT, USA, November 19–22, 2019, Proceedings // edited by Rogelio E. Cardona-Rivera, Anne Sullivan, R. Michael Young
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-33894-0
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XIX, 434 p. 80 illus., 61 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11869
Disciplina	006.7
Soggetti	Application software Computers Artificial intelligence Optical data processing Computer Appl. in Arts and Humanities Information Systems and Communication Service Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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 DDRS -- 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.

2. Record Nr.	UNINA9910815575603321
Titolo	Primary teacher education : high status? high standards? // edited by Colin Richards, Neil Simco, Sam Twiselton
Pubbl/distr/stampa	London, : Bristol, PA, : Falmer Press, 1998
ISBN	1-135-70855-X 1-135-70856-8 1-280-15625-2 0-203-34694-7
Edizione	[1st ed.]
Descrizione fisica	1 online resource (249 p.)
Altri autori (Persone)	RichardsColin SimcoNeil TwiseltonSam
Disciplina	372
Soggetti	Elementary school teachers - Training of - Great Britain Elementary school teaching - Great Britain Education, Elementary - Great Britain
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and indexes.
Nota di contenuto	Book Cover; Half-Title; Dedication; Title; Copyright; Contents; Introduction: Primary Teacher Education: New Directions, New Issues, New Problems, New Opportunities; Part 1 The Changing Context of Primary Teacher Education; Part 2 A New National Curriculum for Primary Initial Teacher Education; Part 3 Pedagogy in Initial Teacher Education; Part 4 Emerging Issues in Mentoring; Part 5 Beyond Initial Teacher Education; Part 6 Primary Education and Primary Teacher Education; Notes on Contributors; Author Index; Subject Index
Sommario/riassunto	Informed professional debate about primary teacher education is long

overdue. This book provides a sense of direction and impetus in this debate by focusing on pressing topical issues of policy and provision. There is focus on the current national scrutiny of initial and inservice teacher training, which is resulting in the development of a National Curriculum for ITE, the proposal of a General Teaching Council, and Continuing Professional Development initiatives from the TTA. In addition, the book will be of direct use in the design and implementation of new courses in teacher education. All
