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	Pubbl/distr/stampa	Oxford : Blackwell, 1989
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2.	Record Nr.	UNISA996503472003316
	Titolo	Interactive storytelling : 15th International Conference on Interactive Digital Storytelling, ICIDS 2022, Santa Cruz, CA, USA, December 4-7, 2022, proceedings / / Mirjam Vosmeer, Lissa Holloway-Attaway, editors
	Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2022] ©2022
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	Soggetti	Interactive multimedia
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	Nota di contenuto	Intro -- Preface -- ARDIN, The Association for Research in Interactive Digital Narratives -- Organization -- Contents -- Applications and Case Studies -- Using Storytelling to Teach Children Biodiversity --

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Heritage Conservation and Communication -- 3 Analysis of Case Studies -- 4 Identifying the Communication Features Facilitating Appreciation of CH Values -- 5 Conclusion -- References -- Writing with (Digital) Scissors: Designing a Text Editing Tool for Assisted Storytelling Using Crowd-Generated Content -- 1 Introduction -- 2 Related Work -- 3 Co-design Workshop on Assisted Storytelling -- 3.1 Method -- 3.2 Participants -- 3.3 Analysis -- 4 Diffractive Reflections on the Participants Storytelling Process -- 4.1 Participant 1 (P1) -- 4.2 Participant 2 (P2) -- 4.3 Participant 3 (P3) -- 4.4 Participant 4 (P4) -- 4.5 Participant 5 (P5) -- 4.6 Findings -- 5 Design and Implementation -- 6 Conclusion and Future Work -- References -- Planner Systems for Historical Justice? A Case Study of a People's History of Lebanon -- 1 Historical Justice in Digital Media Projects -- 2 Early Influential Projects -- 3 We Are History: A People's History of Lebanon -- 3.1 Description -- 3.2 Context of Conversations About History in Lebanon -- 3.3 Description of Planner System -- 3.4 Discussion of Planner System in Relation to Historical Justice -- 4 A Theory of Dialogue Aesthetics -- 5 Conclusion -- References -- Embodied Locative Storytelling of African American Histories -- 1 Introduction -- 1.1 Problem Area: History of the Site -- 1.2 Related Work -- 1.3 Approach -- 1.4 Cultural Probe -- 2 Oakland Project Design -- 2.1 Locative Narrative Design -- 2.2 Designing the Dress -- 2.3 Designing the Props and Narrative Integration -- 3 Evaluation. 3.1 Study Design -- 3.2 Study Results -- 3.3 Discussion -- 4 Outlook -- References -- Towards a Decolonial Framework for IDN -- 1 Introduction -- 2 Decolonial Thinking Workshop -- 3 Applying Decolonial Thinking in IDN Design: Use Cases -- 3.1 Case 1. Living Colors: A Game About Afro-Identity -- 3.2 Case 2. When the Rivers Were Trails -- 3.3 Case 3. Holy Fire -- 4 Towards a Decolonial Framework -- 4.1 Researchers Positionality/Self Disclosure Statement -- 5 Conclusion -- References -- Applying Black Feminist Technopractice in Digital Storytelling at Cultural Sites -- 1 Introduction -- 2 Black Feminist Technopractice -- 3 Historic Research -- 4 Agency -- 4.1 Cultural Shifts Impact on Agency -- 5 Conclusion -- References -- Interactive Narrative Design -- Dramatic Situations for Emergent Narrative System Authorship -- 1 Authoring Heuristics for Emergent Narrative Systems -- 2 Dramatic Situations for Emergent Narrative -- 2.1 Sequence-Independent/Sequence-Productive -- 2.2 Character-Independent/Character-Productive -- 2.3 Tellable and Eventful -- 3 Implementation and Documentation Methodology -- 4 Emergent Stories -- 4.1 Valentel Lanuit, Rowdy Drunkard and Master Manipulator -- 4.2 Ocith Leverre, Who Could not Live up to His MOTHER's Reputation -- 4.3 Noëlalis Froidmerde, She Who Lives by the Sword... -- 5 Discussion -- 6 Conclusion -- References -- "It's Fun not to Know": The Role of Uncertainty in Text-Based Online Collaborative Storytelling -- 1 Introduction -- 2 Related Work -- 2.1 Improvisation and Coordination -- 2.2 Computer-Mediated Collaborative Storytelling -- 3 Research Problem -- 4 Method -- 4.1 Materials -- 4.2 Protocol -- 4.3 Data Collection and Analysis -- 5 Results -- 5.1 Implicit Coordination Without the Backchannel -- 5.2 Use of the Backchannel for Coordination -- 5.3 Varying Degrees of Cognitive Consensus -- 6 Discussion -- 7 Conclusion. References -- What Inspires Retellings - A Study of the Game Genshin Impact -- 1 Introduction -- 2 Background -- 2.1 Retellings and Fandom -- 2.2 Fanwork Popularity Across Different Games -- 2.3 Genshin Impact -- 3 The Study -- 3.1 The Questionnaire -- 3.2 Results from Questionnaire -- 3.3 The Interviews -- 3.4 Ethical Aspects -- 3.5 Making Sense of What Was Said in the Interviews -- 4 Discussion -- 5

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	Descrizione fisica	1 online resource (211 pages)
	Collana	Commission Universite-Palais (CUP) ; ; Volume 160
	Disciplina	345.493
	Soggetti	Criminal law - Belgium
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	Lingua di pubblicazione	Inglese

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Livello bibliografico	Periodico
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