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Nota di contenuto	Contents; Contributors; Introduction; PART I: Classical Source Material; 1. Krishna in the Mahabharata: The Death of Karna; 2. Krishna in the Bhagavad Gita; 3. The Harivamsa: The Dynasty of Krishna; 4. Krishna in the Tenth Book of the Bhagavata Purana; PART II: Regional Literary Expressions; 5. Orissa: Shri Krishna Jagannatha: The Mushali-parva from Sarala's Mahabharata; 6. Assam: Shankaradeva's Parijata Harana Nata; 7. Tamil Nadu: Weaving Garlands in Tamil: The Poetry of the Alvars; 8. Maharashtra: Games with God: Sakhya-bhakti in Marathi Sant Poetry; 9. Braj: Fishing in Sur's Ocean 10. Rajasthan: Mirabai and Her Poetry11. Gujarat: Govinda's Glory: Krishna-Lila in the songs of Narasinha Mehta; 12. Sanskrit from Tamil Nadu: At Play in the Forests of the Lord: The Gopalavimshati of Vedantadeshika; PART III: Philosophy and Theology; 13. Krishna in Advaita Vedanta: The Supreme Brahman in Human Form; 14. Ramanuja and the Meaning of Krishna's Descent and Embodiment on This Earth; 15. Madhva Vedanta and Krishna; 16. The Six Sandarbhas of Jiva Gosvami; 17. A Selection from the Bhaktirasamritasindhu of Rupa Gosvamin: The Foundational Emotions (Sthayi-bhavas) 18. The Divine Feminine in the Theology of KrishnaPART IV:

Hagiography and Praxis; 19. Kumbhandas: The Devotee as Salt of the Earth; 20. The Bade Shikshapatra: A Vallabhite Guide to the Worship of Krishna's Divine Images; 21. Vaishnava Pilgrimage: Select Puranic Texts; 22. Chaitanya Vaishnavism and the Holy Names

Sommario/riassunto

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Autore	Murray John T
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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15468
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Disciplina	004
Soggetti	Computers Computer engineering Computer networks Artificial intelligence Digital humanities Computing Milieux Computer Engineering and Networks Artificial Intelligence Digital Humanities Computer Communication Networks
Lingua di pubblicazione	Inglese
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Nota di contenuto	-- Virtual Worlds, Performance, Games and Play. -- WILDWOOD: Southside Chicago Worldbuilding Through Interactive Digital Narrative. -- Friendship with AI - Immersive Science Fiction Prototyping for Responsible Innovation. -- Where's the Finance?: A Transmedia Storytelling Experience to Engage Young Adults in Financial Educational Content. -- Navigating Sexualization: A Thematic Analysis of

Sexualized Character Design in Modern Video Game Narratives. -- Emotional believability of non-playable game characters. -- Finding Queerness in Gaming: How Players See LGBTQ+ Themes in Non-Queer Games. -- Popcorn Movie: Dynamic Narrative Feedback for Spontaneous Live Action Video Storytelling. -- DreaMR: The Effects of Multisensory Design on Cross-Modal Perception across Genres with Mixed Reality Concert. -- Tools and Systems. -- Building Visual Novels with Social Simulation and Storylets. -- A tool for the calculation of characters' emotions. -- Late Breaking Works. -- Teaching Data Storytelling in a Computational Thinking course for Students in Communications careers. -- El Centro (The Downtown): A Collaborative Transmedia Project among Ibero-American Universities. -- Subliminal Teaching for Elderly People Through Crossmedia Storytelling. -- Affective Sound: Developing a Critical Framework for Audio-Based Interactive Digital Narratives. -- What if we educated students assuming they can think? A plan for a critical education in interactive narratives, games and related fields. -- Fostering Empathy Through Inclusive Interactive Digital Narratives. -- Interactive Digital Narratives for modern historical research. -- Design of knowledge graphs for Interactive Digital Narratives Authoring. -- Being Water : Collaborating with an LLM in an Interactive Digital Narrative (IDN) as Speculative Aesthetics. -- Exploring Collaborative Interactive Digital Narrative Creation in Higher Education Through Narrative Analysis: A Case Study on COVID-19 Storytelling. -- The IDN design model: a proposal for an extended SPP model.

Sommario/riassunto

This two-volume set, LNCS 15467 and LNCS 15468, constitutes the refereed proceedings of the 17th International Conference on Interactive Digital Storytelling, ICIDS 2024, held in Barranquilla, Colombia, during December 2–6, 2024. The 21 full papers, 9 short papers, and 11 Late-Breaking Works presented here, were carefully reviewed and selected from 75 submissions. The papers presented in these two volumes are organized under the following topical sections: - Part I : Theory, History and Foundations; Social and Cultural Contexts; Interactive Narrative Design; Applications and Case Studies. Part II : Virtual Worlds, Performance, Games and Play; Tools and Systems; Late Breaking Works.
