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Autore	Murray John T
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Nota di contenuto	-- Theory, History and Foundation. -- Streams of Consciousness in Interactive Digital Narrative Research Design. -- Interactive Digital Narrative Syllabi from Around the World: A Preliminary Analysis. -- Unnatural Emergent Narrative: Toward an Alternative Design Space Through Critique. -- Social and Cultural Context. -- Case Study: Applying Design Methods to Capture Cultural Narratives in Animated Content. -- Interactive Digital Storytelling and Refugees: Attending the Diasporic Mind. -- The Gallery Game: Locative Augmented Reality for Cultural Engagement using Multisensory Design. -- Interactive Narrative Design. -- Don't Do That! Reverse Role Prompting Helps

Large Language Models Stay in Personality Traits. -- Exploring Collaborative Storytelling Through Performative Avatars in Searching for Us: A Tangible Pervasive Narrative. -- Designing Agency in Detective Video Games: An Analysis of Shadows of Doubt (2023). -- Mixed initiative comic making in an artistic practice. -- Can AI create an IDN? - a benchmarking framework to evaluate the state of generative AI tools for the design of interactive digital narrative. -- Unravelling the Educational Power of Interactive Digital Narratives in Childhood Learning. -- Applications and Case Studies. -- Designing Angst: a case study on Rainy Day. -- BBEL REVOLUION: Streams of Biocultural Diversity in a "Participatory Narrative. -- Constructing a Multiplayer Tangible Narrative with Interactive Puppets: New User Experiences and Design Challenges. -- Overlapping Expectations: Studying the Genre Relationship of Open-World and Ecocritical Genres. -- Newsgames at 21, A Modern Storytelling Medium and Content Analysis of 101 Different Newsgames. -- "13 interviews" - Leveraging digital storytelling and social interaction for public engagement with a music archive. -- Systems Thinking and Mapping as a Conduit for Stakeholders to Interpret Complex Reality for the Creation of a Learning IDN. -- Experience, Don't Tell! Integration of IDN into Journalistic Narratives.

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.
