

1. Record Nr.	UNISA996199680903316
Titolo	Interactive Storytelling [[electronic resource]] : 7th International Conference on Interactive Digital Storytelling, ICIDS 2014, Singapore, Singapore, November 3-6, 2014, Proceedings / / edited by Alex Mitchell, Clara Fernández-Vara, David Thue
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-12337-8
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XVIII, 266 p. 68 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8832
Disciplina	006.7
Soggetti	Application software Personal computers Multimedia systems User interfaces (Computer systems) Artificial intelligence Arts Computer Appl. in Arts and Humanities Personal Computing Media Design User Interfaces and Human Computer Interaction Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Preface -- Organization -- The Story of Radiant Story -- Narrative and Simulation in Interactive Dialogue -- Old Dogs - New Tricks: Lessons from the Interactive Documentary -- Table of Contents -- Story Generation -- Storytelling with Adjustable Narrator Styles and Sentiments -- 1 Introduction -- 1.1 Background and Related Work -- 2 Storytelling with Different Styles and Sentiments -- 2.1 Textual Interestingness -- 2.2 Textual Sentiments -- 2.3 Connecting Sentences -- 3 Evaluation -- 4 Discussion and Conclusions -- References -- Combinatorial Dialogue Authoring -- 1 Introduction -- 2 Annotation

Scheme -- 3 Combinatorial Procedure -- 4 Experiment -- 5 Results and Discussion -- 6 Conclusion -- References -- Diegetization: An Approach for Narrative Scaffolding in Open-World Simulations for Training -- 1 Introduction -- 1.1 Context -- 1.2 Narrative for Learning -- 2 Related Work -- 3 Approach -- 3.1 Narrative Theory -- 3.2 Models -- 3.3 Instantiation -- 3.4 Narrative Framing -- 3.5 Narrative Program Assessment -- 3.6 Decision Using a Quality Criteria -- 4 Results -- 4.1 Implementation -- 4.2 Application -- 5 Conclusion -- References -- Authoring -- Authoring Personalized Interactive Museum Stories -- 1 Introduction -- 2 Background and Related Work -- 3 CHESS System Overview -- 4 CHESS Storytelling Model -- 4.1 Scripting Level -- 4.2 Staging Level -- 4.3 Producing Level -- 4.4 Editing Level -- 5 Experience and Evaluation Results -- 6 Conclusions and Future Work -- References -- An Authoring Tool for Movies in the Style of Heider and Simmel -- 1 Introduction -- 2 The Heider-Simmel Interactive Theater -- 2.1 Object Manipulation -- 2.2 Recording and Editing Movies -- 2.3 Narrating Movies -- 3 Evaluation -- 3.1 Analysis of Movie Recordings -- 3.2 Analysis of Textual Narratives -- 4 Discussion -- References.

Exploring Performative Authoring as a Story Creation Approach for Children -- 1 Introduction -- 2 Embodied Story Authoring Systems -- 3 Performative Authoring: Pretend Play for Digital Storytelling -- 4 Designing DiME: A Digital Micro-Enactment System -- 5 Exploratory Study with DiME -- 6 Discussion -- 7 Conclusion -- References -- Interweaving Story Coherence and Player Creativity through Story-Making Games -- 1 Introduction -- 2 Background -- 3 Prototype Design and Testing -- 4 Computational Approaches for Supporting Creativity and Coherence in Story-Making Games -- 4.1 The Tokens for Narrative Play in 4Scribes -- 4.2 Co-creation of Narrative Tokens -- 4.3 Selection of Narrative Tokens Using Computational Assistants -- 5 Future Work -- 6 Conclusions -- References -- Remain Anonymous, Create Characters and Backup Stories: Online Tools Used in Internet Crime Narratives -- 1 Introduction -- 2 Storytelling Tools to Gain the Trust of the Counterpart -- 2.1 Story Backup -- 2.2 Support Character Building -- 2.3 Cover and Uncover -- 3 Tools Used in Other Narratives -- 4 Conclusion -- References -- Evaluation and Analysis -- Objective Metrics for Interactive Narrative -- 1 From Theory-Driven to Player Data-Driven Interactive Narrative Design -- 2 Preliminary Indicators, Based on System-Independent Player Data -- 2.1 Raw Data Selection -- 2.2 Aggregated Indicators -- 3 Indicators' Evaluation -- 3.1 Goal -- 3.2 Method -- 3.3 Results and Interpretation of Indicator Measurements -- 3.4 Results and Interpretation of Questionnaires-Indicators Correlations -- 4 Conclusion -- References -- The PC3 Framework: A Formal Lens for Analyzing Interactive Narratives across Media Forms -- 1 Introduction -- 2 The PC3 Framework -- 2.1 Process -- 2.2 Content -- 2.3 Control -- 2.4 Context -- 3 Discussion -- References -- Storytelling Artifacts -- 1 Introduction -- 2 Definition.

3 Literature Review -- 4 Theory -- 4.1 H. Porter Abbott and Narrative Theory -- 4.2 Henry Jenkins and Embedded Narratives -- 5 Games -- 5.1 BioShock: Audio Diaries -- 5.2 Journey: Ancient Glyphs -- 5.3 L.A. Noire: Newspapers -- 5.4 World of Warcraft: Quest Items -- 5.5 Little Inferno: Letters -- 6 Analysis -- 7 Model -- 8 Significance -- 8.1 World Making -- 8.2 Active Reading -- 8.3 Optional Content -- 8.4 Mechanical Relevance -- 9 Conclusions -- References -- Theory -- Toward a Hermeneutic Narratology of Interactive Digital Storytelling -- 1 Introduction -- 2 Epistemology of Interactive Digital Storytelling -- 3 Threefold Mimesis of Interactive Digital Storytelling -- 4 Semiotic and Morphological Orientation for Emplotment -- 5 Conclusion --

References -- Five Theses for Interactive Digital Narrative -- 1
Introduction -- 2 We Need a New Narratology for IDN -- 3
Interoperability is Key -- 4 Sustainability is Essential -- 5 IDN Needs to
Be Author-Focused -- 6 The User Experience is Crucial -- 7 Conclusion
-- References -- Retrospectives -- Interactive Cinema: Engagement
and Interaction -- 1 Introduction -- 1.1 Interactive Storytelling -- 1.2
Engagement Styles in Games and Movies -- 1.3 Themes and Genres
within Movies and Games -- 2 New Perspectives -- 2.1 Creating
Content in 360' -- 2.2 Video Storytelling from 360' -- 2.3 Scenescapes
-- 2.4 Engagement and Interaction -- 2.5 Future Research --
References -- Fleeing the Operator: The User Experience and
Participation in Marble Hornets (2009-2014) -- 1 Introduction -- 2
Model of User Experience -- 2.1 The Experience of Horror -- 3 Model
of Participation -- 3.1 The Danger of Lurking -- 4 Conclusion --
References -- Mapping Trends in Interactive Non-fiction through the
Lenses of Interactive Documentary -- 1 Introduction -- 2 The
Interactive Non-fiction Area -- 3 Interactive Documentary -- 4
Mapping Trends.
4.1 Design through Modes and Processes -- 4.2 The Double
Hybridisation and the Impact on Education -- 4.3 The Mixture of
Formats and Genres -- 4.4 Gamification and Transmedia Logics -- 5
Conclusion -- References -- User Experience -- Narrative Cognition in
Interactive Systems: Suspense-Surprise and the P300 ERP Component
-- 1 Introduction -- 2 EEG/ERP and Narrative Cognition in Interactive
Systems -- 3 Suspense and Surprise as Features of Narrative Cognition
-- 4 The Limits of ERPs to the Study of (Interactive) Narratives -- 5
Experimental Design -- 6 Implementation -- 6.1 Interactive Narrative
-- 6.2 The P300 Spelling Task -- 6.3 The EEG Recording and Analysis
Set-up -- 7 Procedures -- 8 Results -- 9 Discussion -- 10 Conclusions
-- References -- Ontology-Based Visualization of Characters'
Intentions -- 1 Introduction -- 2 Background and Related Work -- 3
Ontology Representation of Story Metadata -- 4 Mapping and
Visualization -- 4.1 Mapping -- 4.2 Visualization -- 5 Effectiveness of
the Interface -- 6 Conclusion -- References -- Interactive Storytelling
in a Mixed Reality Environment: How Does Sound Design and Users'
Preknowledge of the Background Story Influence the User Experience?
-- 1 Introduction -- 2 Experiment -- 2.1 The ALICE Project and
Installation -- 2.2 Procedure and Participants -- 2.3 Measurements --
3 Results -- 4 Conclusion -- References -- Structuring Location-Aware
Interactive Narratives for Mobile Augmented Reality -- 1 Introduction
-- 2 Related Work -- 3 Concept and Demonstrator -- 4 Narrative
Structure -- 4.1 Media Structure -- 4.2 Story and Plot Structure -- 4.3
Information Delivery -- 4.4 Implementation -- 5 Conclusion --
References -- Posters -- Fictional Realities: Augmenting Location-
Based Stories through Interaction with Pervasive Displays -- 1
Introduction -- 2 Related Work -- 3 Story Experience Prototype -- 4
Discussion.
5 Conclusion -- References -- Comparison of Narrative
Comprehension between Players and Spectators in a Story-Driven Game
-- 1 Introduction -- 2 Method -- 3 Results and Discussion --
References -- Moral Values in Narrative Characters: An Experiment in
the Generation of Moral Emotions -- 1 Value-Based Characters -- 2
Narrative Scenarios -- 3 Evaluation and Discussion -- 3.1 Results -- 4
Conclusion -- References -- Three Is a Magic Number: Virtual Cameras
for Dynamic Triadic Game Dialogue -- 1 Introduction -- 2 Towards
VDS' Intelligent Camera Algorithm -- 3 Summary -- References -- AR
as Digital Ekphrasis: The Example of Borsuk and Bouse's Between Page
and Screen -- 1 Introduction -- 2 Rhetorical and Digital Ekphrasis -- 3

The Augmented Book -- 4 Conclusion -- References -- Appraisal of Emotions from Resources -- 1 Introduction -- 2 Problem Formulation -- 3 Related Work -- 4 Proposed Approach -- 4.1 Computing Actions -- 4.2 Emotion Appraised from Resources -- 5 Contributions and Future Work -- References -- A Little Goat Builds the World - An Interactive Children Story for Tablets -- 1 Introduction and Related Works -- 2 Idea and Construction -- 3 Research Methodology for User Study -- 4 Future Development and Conclusions -- References -- Demonstrations -- CHESS: Personalized Storytelling Experiences in Museums -- 1 Introduction -- 2 Creating CHESS Experiences -- 3 A Personalized Storytelling Experience -- 4 Results and Conclusions -- References -- Unfinished Business - A Transmedia Project -- 1 Interactivity and Innovation in Contemporary Storytelling -- References -- A Storytelling Game with Metaphor -- 1 Introduction -- 2 Game Design and Implementation -- 3 Pilot Study and Conclusion -- References -- K-Sketch: Digital Storytelling with Animation Sketches -- 1 Introduction -- 2 The K-Sketch User Interface -- 2.1 Positioning and Animating Objects.
2.2 Time Bar Navigation.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Interactive Storytelling, ICIDS 2014, Singapore, Singapore, November 2014. The 20 revised full papers presented together with 8 short papers 7 posters, and 5 demonstration papers were carefully reviewed and selected from 67 submissions. The papers are organized in topical sections on story generation, authoring, evaluation and analysis, theory, retrospectives, and user experience.
