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Descrizione fisica	1 online resource (XVI, 308 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3105
Disciplina	006.7
Soggetti	Application software Multimedia information systems User interfaces (Computer systems) Artificial intelligence Computer graphics Computer Applications Multimedia Information Systems User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Artificial Intelligence Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Keynote Speech -- Embodied Agents and Meaningful Motion -- Interactive Storytelling -- Natural Language Understanding in Façade: Surface-Text Processing -- Stepping into the Interactive Drama -- From Another Point of View: Art-E-Fact -- 1, 2, 3 Action! Directing Real Actors and Virtual Characters -- Object Oriented Prompted Play (O2P2): A Pragmatic Approach to Interactive Narrative -- Transferring Game Mastering Laws to Interactive Digital Storytelling -- Narrativity of User Experience -- Integrated Decision Points for Interactive Movies --

Virtual Human -- Autonomous Virtual Actors -- Virtual Human: Storytelling and Computer Graphics for a Virtual Human Platform -- Evaluation of a Virtual Narrator's Expressiveness in Terms of Suspense Signaling -- Emotional Characters for Automatic Plot Creation -- Authoring -- Writing Interactive Fiction Scenarii with DraMachina -- A Toolkit for Authoring Non-linear Storytelling Environments Using Mixed Reality -- Learning from the Movie Industry: Adapting Production Processes for Storytelling in VR -- A System to Compose Movies for Cross-Cultural Storytelling: Textable Movie -- Mobile -- Hopstory: An Interactive, Location-Based Narrative Distributed in Space and Time -- Mobile Entertainment Computing -- Learning -- StoryNet: An Educational Game for Social Skills -- Inner Earth: Towards Interaction Patterns -- Media Art Environment Geist: Integrating Traditional Painting into 3D AR Storytelling Scenario -- Conceptual Models for Interactive Digital Storytelling in Knowledge Media Applications -- Experience the Antique Olympics! An Interactive Educational Narrative -- Theory -- Narrative, Game Play, and Alternative Time Structures for Virtual Environments -- Applications -- Telling Stories with Dialogue Boxes to Retrieve Documents -- Mediapark: Presenting the Media Docks Luebeck with the Digital Storytelling System Jeherazade -- Scene-Driver: An Interactive Narrative Environment Using Content from an Animated Children's Television Series -- Gaming -- On Distributing Interactive Storytelling: Issues of Event Synchronization and a Solution -- Interaction and Expressivity in Video Games: Harnessing the Rhetoric of Film -- Exploring Narratives for Physical Play: A Pop-Up Guide to an Interactive Playground -- Demos and Exhibitions -- Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives -- Poetics of Voicemail: The Tree-Structured Narrative of BirthData -- Libro Vision: Gesture-Controlled Virtual Book -- DinoHunter: Platform for Mobile Edutainment Applications in Museums -- An Example for Location Sensitive Media Integration: Re-discovering the Place Itself as a Medium by Adding Technology -- Monotony: An Experimental Interactive Narrative -- The Fabulous Adventures of MC Walker: Conceptual Videogame -- Janus -- Keeper of the Gate to the Otherworld -- Oral Tradition versus Digital Storytelling: On Educational Effects of Middle European Folk Tales and Their Value for Digital Storytelling -- Antiziganism and Persecution of the Sinti and Roma from the Late Middle Ages to the 20th Century.

Sommario/riassunto

Interactive Digital Storytelling has evolved as a prospering research topic banding together formerly disjointed disciplines stemming from the arts and humanities as well as computer science. It's tied up with the notion of storytelling as an effective means for the communication of knowledge and social values since the existence of humankind. It also builds a bridge between current academic trends investigating and formalizing computer games, and developments towards the experience-based design of human-media interaction in general. In Darmstadt, a first national workshop on Digital Storytelling was organized by ZGDV e.V. in 2000, which at that time gave an impression about the breadth of this new research field for computer graphics (DISTEL 2000). An international follow-up was planned: the 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2003). Taking place in March 2003, it showed a more focussed range of research specifically on concepts and first pro- types for automated storytelling and autonomous characters, including modelling of emotions and the user experience. At TIDSE 2004, an established and still-growing community of researchers gathered together to exchange results and visions. This confirms the construction of a series of European

conferences on the topic – together with the International Conference on Virtual Storytelling, ICVS (conducted in 2001 and 2003 in France) – which will be further cultivated.
