1.	Record Nr.	UNISA996466190203316
	Titolo	Interactive Storytelling [[electronic resource]] : 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, Dublin, Ireland, December 5–8, 2018, Proceedings / / edited by Rebecca Rouse, Hartmut Koenitz, Mads Haahr
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
	ISBN	3-030-04028-3
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (XIX, 668 p. 128 illus., 93 illus. in color.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11318
	Disciplina	006.7
	Soggetti	Application software
		Optical data processing
		User interfaces (Computer systems)
		Computer graphics
		Education—Data processing
		Computer Appl. in Arts and Humanities
		Image Processing and Computer Vision
		User Interfaces and Human Computer Interaction
		Computer Graphics
		Computers and Education
		Computer Appl. in Social and Behavioral Sciences
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Sommario/riassunto	This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, held in Dublin, Ireland, in December 2018. The 20 revised full papers and 16 short papers presented together with 17 posters, 11 demos, and 4 workshops were carefully reviewed and selected from 56, respectively 29, submissions. The papers are organized in the following topical sections: the future of the discipline; theory and analysis;

practices and games; virtual reality; theater and performance; generative and assistive tools and techniques; development and analysis of authoring tools; and impact in culture and society. .

2. Record Nr.   UNISA996465666803316

Titolo	Interactive Storytelling [[electronic resource]] : 5th International Conference, ICIDS 2012, San Sebastián, Spain, November 12-15, 2012. Proceedings / / edited by David Oyarzun, Federico Peinado, R. Michael Young, Ane Elizalde, Gonzalo Méndez
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2012
ISBN	3-642-34851-3
Edizione	[1st ed. 2012.]
Descrizione fisica	1 online resource (XII, 219 p. 38 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7648
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
	Conference proceedings.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Theory and aesthetics -- Authoring tools and applications -- Evaluation and user experience reports -- Virtual characters and agents -- New storytelling modes -- Workshops.

Sommario/riassunto

This book constitutes the refereed proceedings of the 5th International Conference on Interactive Digital Storytelling, ICIDS 2012, San Sebastián, Spain, November 2012. The 14 revised full papers presented together with 6 short papers were carefully reviewed and selected from 48 submissions. The papers are organized in topical sections on theory and aesthetics; authoring tools and applications; evaluation and user experience reports; virtual characters and agents; new storytelling modes; workshops.

3. Record Nr.   UNISA996466352003316

Titolo   Interactive storytelling : first Joint International Conference on Interactive Digital Storytelling, ICIDS 2008, Erfurt, Germany, November 26-29, 2008 : proceedings / / Ulrike Spierling, Nicolas Szilas, editors

Pubbl/distr/stampa   Berlin ; ; Heidelberg : , : Springer, , [2008]
©2008

ISBN   3-540-89454-3

Edizione   [1st ed. 2008.]

Descrizione fisica   1 online resource (XII, 334 p.)

Collana   Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5334

Disciplina   006.3

Soggetti   Artificial intelligence

Lingua di pubblicazione   Inglese

Formato   Materiale a stampa

Livello bibliografico   Monografia

Note generali   International conference proceedings.

Nota di bibliografia   Includes bibliographical references and index.

Nota di contenuto   Future Perspectives on Interactive Digital Storytelling (Keynotes) -- Embracing the Combinatorial Explosion: A Brief Prescription for Interactive Story R&D -- Interactive Narrative, Plot Types, and Interpersonal Relations -- The IRIS Network of Excellence: Integrating Research in Interactive Storytelling -- Interactive Storytelling Applications -- Mobile Urban Drama – Setting the Stage with Location Based Technologies -- Say Anything: A Massively Collaborative Open Domain Story Writing Companion -- Locating Drama: A Demonstration of Location-Aware Audio Drama -- Lies and Seductions -- Animation-Based Interactive Storytelling System -- Dear Esther: An Interactive Ghost Story Built Using the Source Engine -- Walking the Edit – A

Research Project of the Master Cinema Network in Switzerland -- Virtual Characters and Agents -- 3D Immersion in Virtual Agents Education -- Exploring Non-verbal Behavior Models for Believable Characters -- Revisiting Character-Based Affective Storytelling under a Narrative BDI Framework -- VirtualActor: Endowing Virtual Characters with a Repertoire for Acting -- Steps towards a Generic Interface between Interactive Storytelling Applications and Character Animation Engines -- User Experience and Dramatic Immersion -- Looking at the Interactive Narrative Experience through the Eyes of the Participants -- Play and Narration as Patterns of Meaning Construction: Theoretical Foundation and Empirical Evaluation of the User Experience of Interactive Films -- Trying to Get Trapped in the Past – Exploring the Illusion of Presence in Virtual Drama -- The Functions of Music in Interactive Media -- Adaptive Musical Expression from Automatic Realtime Orchestration and Performance -- Architectures for Story Generation -- Narrative Generation for Suspense: Modeling and Evaluation -- A Use of Flashback and Foreshadowing for Surprise Arousal in Narrative Using a Plan-Based Approach -- Story Planning with Vignettes: Toward Overcoming the Content Production Bottleneck -- Schemas in Directed Emergent Drama -- Developing a Drama Management Architecture for Interactive Fiction Games -- Planning and Interaction Levels for TV Storytelling -- Exploiting Structure and Conventions of Movie Scripts for Information Retrieval and Text Mining -- Generation of Dilemma-Based Narratives: Method and Turing Test Evaluation -- Models for Drama Management and Interacting with Stories -- Emergent Stories Facilitated -- Making Stories Player-Specific: Delayed Authoring in Interactive Storytelling -- Verbal Communication of Story Facilitators in Multi-player Role-Playing Games -- Improvisation and Performance as Models for Interacting with Stories -- Let's Pretend I Had a Sword -- On the Use of Computational Models of Influence for Managing Interactive Virtual Experiences -- Authoring and Creation of Interactive Narratives -- Purposeful Authoring for Emergent Narrative -- From Debugging to Authoring: Adapting Productivity Tools to Narrative Content Description -- PRISM: A Framework for Authoring Interactive Narratives -- Tales for the Many: Process and Authorial Control in Multi-player Role-Playing Games -- An Intelligent Plot-Centric Interface for Mastering Computer Role-Playing Games -- StoryTec: A Digital Storytelling Platform for the Authoring and Experiencing of Interactive and Non-linear Stories -- Workshop: Impro Theatre -- Workshop: Pen-and-Paper Role-Playing -- Workshop and Panel: The Authoring Process in Interactive Storytelling.

Sommario/riassunto	This book constitutes the refereed proceedings of the First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008, held in Erfurt, Germany, in November 2008. The 19 revised full papers, 5 revised short papers, and 5 poster papers presented together with 3 invited lectures and 8 demo papers were carefully reviewed and selected from 62 submission. The papers are organized in topical sections on future perspectives on interactive digital storytelling, interactive storytelling applications, virtual characters and agents, user experience and dramatic immersion, architectures for story generation, models for drama management and interacting with stories, as well as authoring and creation of interactive narrative.