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Nota di contenuto	Keynotes -- The Authoring Challenge in Interactive Storytelling -- From a Winter's Night to a Dragon Age -- Designing Social Worlds - On Intrigue and Interaction in Live Action Role Playing Games (LARPS) -- Characters and Decision Making -- MIST: An Interactive Storytelling System with Variable Character Behavior -- Importance of Well-

Motivated Characters in Interactive Narratives: An Empirical Evaluation -- "I Want to Slay That Dragon!" - Influencing Choice in Interactive Storytelling -- Story Evaluation and Analysis -- Measuring User Responses to Interactive Stories: Towards a Standardized Assessment Tool -- One Tool-Many Paradigm: Creativity and Regularity in Youngsters' Hyperstories -- Exploring Narrative Interpretation and Adaptation for Interactive Story Creation -- Narrative Annotation and Editing of Video -- Story Generation -- A Story to Go, Please -- Threading Facts into a Collective Narrative World -- Learning Story Marketing through Practical Experience of Story Creation System -- Enhancing Real-Time Sports Commentary Generation with Dramatic Narrative Devices -- Zuzie: Collaborative Storytelling Based on Multiple Compositions -- An Interactive Documentary Manifesto -- Arts and Humanities -- Rhetorics of the Interactive 3D Installation "Virtuelle Mauer/ReConstructing the Wall" -- From Physical to Non-material Art -- Design Choices of the Digital Artist -- The iLand of Madeira Location Aware Multimedia Stories -- Narrative Theories and Modelling -- Modeling of Interactive Storytelling and Validation of Scenario by Means of Linear Logic -- An Analysis of Narrative Moves in Improvisational Theatre -- Towards a Theoretical Framework for Interactive Digital Narrative -- Systems -- A Data-Driven Case-Based Reasoning Approach to Interactive Storytelling -- Something's Gotta Give - Towards Distributed Autonomous Story Appraisal in Improv -- A Simple Intensity-Based Drama Manager -- Applications -- Player Agency and the Relevance of Decisions -- Interactive Storytelling in Academic Teaching -- Teaching English as a Second Language Utilizing Authoring Tools for Interactive Digital Storytelling -- Posters -- Textual vs. Graphical Interaction in an Interactive Fiction Game -- Motivations for Rereading in Interactive Stories: A Preliminary Investigation -- The Haiti Earthquake Experience: A Case Study -- First Person Victim: Developing a 3D Interactive Dramatic Experience -- Combining Explicit and Implicit Interaction Modes with Virtual Characters in Public Spaces -- Louis, Mr. Dog and Rabbit: Metalepsis in Interactive Narrative -- Automated Storytelling in Sports: A Rich Domain to Be Explored -- Level-of-Detail Stories as a Virtual Museum of a Movie -- Establishing Communication Channels for Digital Storytelling Applications -- Agency and the Art of Interactive Digital Storytelling -- Realism and Virtuality: Carmageddon as Contemporary Simulacrum Model -- Demonstrations -- Emohawk: Learning Virtual Characters by Doing -- Crowd-Sourced AI Authoring with ENIGMA -- Using Highly Interactive Drama to Help Young People Cope with Traumatic Situations -- Stories on a Sphere: Hyperglobes as Narrative Platforms for Global Geodata -- Workshops -- Users and Evaluation of Interactive Storytelling -- Workshop: Education in Interactive Digital Storytelling -- Interactive Stories for Health Interventions -- Towards a Shared Vocabulary for Interactive Digital Storytelling -- Storytelling within an Internet of Things -- Just Another Tool for Interactive Digital Storytelling? -- Tutorial -- Tutorial: Introduction to Interactive Story Creation.
