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| Nota di contenuto | Models, Theories and Vocabulary -- Modeling Foreshadowing in Narrative Comprehension for Sentimental Readers -- Narrative Intelligibility and Closure in Interactive Systems -- On Games and Links: Extending the Vocabulary of Agency and Immersion in Interactive Narratives -- The Visual Construction of Narrative Space in Video Games -- Video Game Mise-En-Scene Remediation of Cinematic Codes in Video Games -- Mapping the Evolving Space of Interactive Digital Narrative -- From Artifacts to Categorizations -- Conceptualizing Productive Interactivity in Emergent Narratives -- Suitability of Modelling Context for Use within Emergent Narrative -- Applications and Authoring Tools -- Production and Delivery of Interactive Narratives Based on Video Snippets -- Telling Stories on the Go: Lessons from a Mobile Thematic Storytelling System -- Towards Automatic Story Clustering for Interactive Narrative Authoring -- Breaking Points -- A Continuously Developing Interactive Digital |

Narrative -- The Role of Gender and Age on User Preferences in Narrative Experiences -- Constructing and Connecting Storylines to Tell Museum Stories -- Night Shifts An Interactive Documentary for the iPad -- SimDate3D – Level Two -- Analyses, Evaluation and User Experience Reports -- Acting, Playing or Talking about the Story: An Annotation Scheme for Communication during Interactive Digital Storytelling -- Performative Authoring: Nurturing Storytelling in Children through Imaginative Enactment -- Player Perspectives to Unexplained Agency-Related Incoherence -- Breaching Interactive Storytelling's Implicit Agreement: A Content Analysis of Facade User Behaviors -- Satire, Propaganda, Play, Storytelling. Notes on Critical Interactive Digital Narratives -- Silent Hill 2 and the Curious Case of Invisible Agency -- The Elements of a Narrative Environment: Exploring User Reactions in Relation to Game Elements -- Artificial Intelligence and Story Generation -- Generating Different Story Tellings from Semantic Representations of Narrative -- Theoretical Considerations towards Authoring Emergent Narrative -- Generating Stories with Morals -- Metrics for Character Believability in Interactive Narrative -- Fully-Automatic Interactive Story Design from Film Scripts -- New Narrative Forms -- Storytelling and the Use of Social Media in Digital Art Installations -- Faceless Patrons –An Augmented Installation Exploring 419-Fictional Narratives -- Minun Helsinki/My Helsinki/Wa Magaaleydi Helsinki – Finnish Somali Youth Speak for Themselves in Their Document Film -- Re: Dakar Arts Festival: Exploring Transmedia Storytelling Methods to Document an Internet Scam -- Building Narrative Connections among Media Objects in Cultural Heritage Repositories -- Story Jam: Supporting Collective Storytelling with Game Mechanics -- Workshops -- 2nd Workshop on Games and NLP (GAMNLP-13) -- Adapting Narrative Complexity to Games -- Classic Games Workshop -- Edularp: Teaching, Learning and Engaging through Role play and Interactive Narratives -- Interactive Digital Storytelling: Practice, Impact and Aesthetics -- Interactive Story Creation with Smartphone Video -- ICIDS 2013 Workshop: Revisiting the Spam Folder – Using 419-Fiction for Interactive Storytelling -- The Importance of Storytelling on Online Activism for Creating Change -- The Possibilities of Implementing Productive Interactivity in Emergent Narratives -- Towards Mapping the Evolving Space of Interactive Digital Narrative.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Interactive Storytelling, ICIDS 2013, Istanbul, Turkey, November 2013. The 14 revised full papers presented together with 10 short papers were carefully reviewed and selected from 51 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.
