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Soggetti	Application software Education—Data processing Arts Multimedia systems User interfaces (Computer systems) Computer Appl. in Arts and Humanities Computers and Education Information Systems Applications (incl. Internet) Media Design User Interfaces and Human Computer Interaction
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Sommario/riassunto	This book constitutes the refereed proceedings of the 4th International Conference on Interactive Digital Storytelling, ICIDS 2011, held in Vancouver, Canada, in November/December 2011. The 17 full papers, 14 short papers and 16 poster papers were carefully reviewed and selected from 72 paper and poster submissions. In addition, the volume includes 6 workshops descriptions. The full and short papers have been organized into the following topical sections: interactive storytelling theory, new authoring modes, virtual characters and

agents, story generation and drama management, narratives in digital games, evaluation and user experience reports, tools for interactive storytelling.
