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Nota di contenuto	Interactive Digital Storytelling – Theory -- Authoring for Engagement in Plot-Based Interactive Dramatic Experiences for Learning -- First Steps towards a Unified Theory for Interactive Digital Narrative -- Interactive Digital Storytelling – Technology -- Contextual Affect Modeling and Detection in Interactive Text-Based Dramatic Improvisation -- A Methodology to Validate Interactive Storytelling Scenarios in Linear Logic -- Interactive Digital Storytelling – Case Studies -- Digital Storytelling and Educational Benefits: Evidences from a Large-Scale Project -- Collecting Aboriginal Stories for Education through Immersion -- Narrative Threads: A Tool to Support Young People in Creating Their Own Narrative-Based Computer Games -- UpStage: An Online Tool for Real-Time Storytelling -- eLBa 2011 – Technology and Applications -- Comprehensive Blended Learning Concept for Teaching Micro Controller Technology Utilising HomeLab Kits and Remote Labs in a Virtual Web Environment -- Cooperative and Self-directed Learning with the Learning Scenario VideoLearn: Engineering Education Using

Lecture Recordings -- Applying Computer-Aided Intelligent Assessment in the Context of Mathematical Induction -- eLBa 2011 – Case Studies and Mobile Applications -- Digital Inclusion: Zero to Deuterio Learning and the More Knowing Other -- Human Computation in Mobile Cooperative Learning: A Museum Tour Case Study -- Touching Nametags with NFC Phones: A Playful Approach to Learning to Read -- eLBa 2011 – Game Based Learning and Social Media -- Learning, Reasoning and Modeling in Social Gaming -- Social Media Communication – Social Media Used Both as a Learning Content and as a Learning Style.

Sommario/riassunto

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. This special issue consists of two parts: the first one features original research papers on interactive digital storytelling in the applied context of edutainment; the second part contains a selection of revised and expanded best papers from the 4th eLearning Baltics (eLBa 2011) conference. The papers on digital storytelling have been split into sections on theory, technology, and case studies; the eLBA 2011 conference papers deal with technology and applications, case studies and mobile applications, and game-based learning and social media.
