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Nota di contenuto	Intro -- Preface -- ARDIN, The Association for Research in Interactive Digital Narratives -- Organization -- Contents -- Applications and Case Studies -- Using Storytelling to Teach Children Biodiversity -- 1 Introduction -- 2 Technological Approaches to Biodiversity Education -- 3 Goal and Hypotheses -- 4 Research Methods -- 4.1 Sample -- 4.2 Procedure -- 4.3 Application -- 4.4 Tailor Information and Species Replay -- 4.5 Measures -- 5 Data Analysis -- 6 Results -- 6.1 H1 - Storytelling -- 6.2 H2 - Agent Embodiment -- 6.3 H3 - Biodiversity Familiarity -- 6.4 H4 - Previous Experience -- 6.5 Pre and Post-questionnaires -- 6.6 Children's Assessment of the Virtual Agent (Robot and Narrator) -- 6.7 Correlations -- 7 Discussion -- 8 Conclusion -- References -- Button Portraits: Embodying Queer History with Interactive Wearable Artifacts -- 1 Introduction -- 2 Related Work -- 2.1 Tangible Narrative and Embodiment -- 2.2 Historical Artifacts and Tangible Narrative -- 2.3 Queer Interactive Narrative and Archives -- 3 Methods -- 3.1 Design Research Methods -- 3.2 Queer Methods -- 4 Narrative and Artifact Design -- 4.1 Engaging the Archive -- 4.2 The Artifacts and Oral Histories -- 4.3 Designing the Experience -- 5 Discussion and Implications: Queering Tangible Narrative -- 5.1 Beyond Narrative Binaries -- 5.2 Beyond Narrative: Queering, Contextualizing, and Embodying the Experience -- 5.3 Queer Methods

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