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Spontaneous Live Action Video Storytelling. -- DreaMR: The Effects of Multisensory Design on Cross-Modal Perception across Genres with Mixed Reality Concert. -- Tools and Systems. -- Building Visual Novels with Social Simulation and Storylets. -- A tool for the calculation of characters' emotions. -- Late Breaking Works. -- Teaching Data Storytelling in a Computational Thinking course for Students in Communications careers. -- El Centro (The Downtown): A Collaborative Transmedia Project among Ibero-American Universities. -- Subliminal Teaching for Elderly People Through Crossmedia Storytelling. -- Affective Sound: Developing a Critical Framework for Audio-Based Interactive Digital Narratives. -- What if we educated students assuming they can think? A plan for a critical education in interactive narratives, games and related fields. -- Fostering Empathy Through Inclusive Interactive Digital Narratives. -- Interactive Digital Narratives for modern historical research. -- Design of knowledge graphs for Interactive Digital Narratives Authoring. -- Being Water : Collaborating with an LLM in an Interactive Digital Narrative (IDN) as Speculative Aesthetics. -- Exploring Collaborative Interactive Digital Narrative Creation in Higher Education Through Narrative Analysis: A Case Study on COVID-19 Storytelling. -- The IDN design model: a proposal for an extended SPP model.

Sommario/riassunto	This two-volume set, LNCS 15467 and LNCS 15468, constitutes the refereed proceedings of the 17th International Conference on Interactive Digital Storytelling, ICIDS 2024, held in Barranquilla, Colombia, during December 2–6, 2024. The 21 full papers, 9 short papers, and 11 Late-Breaking Works presented here, were carefully reviewed and selected from 75 submissions. The papers presented in these two volumes are organized under the following topical sections: - Part I : Theory, History and Foundations; Social and Cultural Contexts; Interactive Narrative Design; Applications and Case Studies. Part II : Virtual Worlds, Performance, Games and Play; Tools and Systems; Late Breaking Works.