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Nota di contenuto	-- Exploring the Influence of Narrative in VR Games: Players Gameful Experience and Empathy. -- A Shared Field of Perception: Voice Over and Focalisation in Extended Reality (XR). -- Meet Daiyu in The Era of GenAI: Using LLMs to Remediate Classics into Interactive Digital Narratives. -- Mixed Initiative Comic Making in the Wild: Taking an Artist's Approach out of the Studio. -- Social Robots Against Bullying-Effects of Embodiment and Interactivity on Social Story Experience and Efficiency. -- Designing for environmental citizenship: Insights from combining immersive VR and dialogue-based activities. -- Design, Reflect, Create: Game Poem Practices with Generative AI Tools. -- The Curious Case of Alan: Provocative Dialogue and Puzzle Play for Reflecting on GenAI in Informal Learning. -- A Culturally Sensitive

Interactive Digital Narrative to Promote Bodily Awareness Among Afghan Women. -- LLM-Powered NPCs. -- Interactive Narratives for Resilience: Designing a VR-Based Transmedia Learning Intervention for Earthquake Preparedness in Indonesian Schools. -- "It's often feeling nothing...'": Evaluating LLMs for Mental Health Literacy interventions with College Students. -- From Testimony to Immersion: The Design and Production of Realidad Helicoide. -- Designing for Ideological Flexibility: Tracking Perspective Shifts in an Educational IDN. -- Post game character prequels in educational Tabletop RPGs: Enhancingcharacter identification with Interactive Digital Narratives. -- Engagement or Distraction? Examining the Impact of Narrative Elements and Player Audience on Experience of Logic Grid Puzzles. -- Video Feedback as a Model for Emergent Narrative. -- Complementing historical interpretation narratives with conceptual maps. -- Creative Practice as Research: Reenacting Trauma and Haptic Visuality Approach in Cinematic Virtual Reality Documentary– The Road to Yesterday. -- When Worlds Wink Back: Reflexive World-Building and the Epistemology of Player Conspiracy in Honkai: Star Rail. -- From Simulation to Collaboration: Lessons from Designing an Interactive Narrative about a Character living with Aphasia. -- Evaluating Retellings as a Design Goal for a Fighting Game. -- Searching Playtrace Data to Identify and Evaluate Dramatic Arcs in Game Systems. -- Human–AI Co-Creativity in Storytelling: A Scoping Review of Literature, Education, Media, and Interactive Systems. -- Sounds safe?– an initial investigation into the potential of sound within the cozy games genre. -- Building English Writing Confidence in Adult Learners: A Pilot Study on a Telegram-Based Text Detective Game. -- Fides Machina: Exploring Fluid Agencies in a Narrative Game of Trust.

| Sommario/riassunto | This two-volume set constitutes the refereed proceedings of the 18th International Conference on Interactive Digital Storytelling, ICIDS 2025, held in Saint Julian, Malta, during December 1–5, 2025. The 31 full papers, 4 short papers and 19 Late Breaking Works included in this book were carefully reviewed and selected from 110 submissions.This year, the thematic areas of the conference were organized into five main sections: Theory, History and Foundations; Methods, Tools and Updates; Applications and Case Studies; Social, Cultural and Critical Perspectives; and the Late Breaking works. |