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Nota di contenuto	-- Understanding the Kaleidoscopic Nature of Interactive Digital Narratives through Repeat Experience. -- An Architecture for Interactive Storytelling in the Domain of Care Training. -- A Critical View on the Need for Adaptation and AI Services in IDN Authoring. -- On Neuro-Game Design: A Connectionist Paradigm Shift. -- What We Talk About When We Talk About Insights from Interactive Digital Narratives. -- Interactive Digital Narratives to Represent Complexity: A Review. -- A Distant Reading-Based Framework for the Evaluation of Screenplays. -- Combining Experiential and Spatial Data for Immersive AR Narrative Creation: a Phased Methodology. -- Killer on Board: Addressing the Narrative Paradox by Utilizing LLM-driven NPCs. -- Level Up with a Story: A Scoping Review on Narratives in Serious Games

for Children and Adolescents' Health. -- Hierarchical Knowledge Graphs for Story Understanding in Visual Narratives. -- Quantifying the Subjective- The Digital Character Believability Comparator Framework for NPC evaluation. -- How do I respond? Evaluating Uncertainty representation in IDNs. -- Iterative, Contextualized, AI-assisted Benchmarking of Generative AI Tools for the Design of Interactive Digital Narratives in 2025. -- Distant Coding and the Future of Interactive Digital Narrative Pedagogy. -- The Winged Kingdom: Interactive Storytelling for Biodiversity Awareness Through VR and AR Experiences in Colombia. -- Hacking Twine as a System: Implications of Extending State-Based Tracking Elements and Application Packaging for HTML-Based IDNs. -- How Political Expression is Taking Place in Virtual Worlds: the case of Roblox. -- Towards An Understanding of Materiality in Tangible Interactive Narratives. -- Developing a Ludonarrative Engine for a Historical Site using Locative AR and Music: Psychogeography for Battle of the Boyne. -- Kaleidoscopic AI: Hallucinations on the Verge of Creativity. -- Interactive Digital Narrative and Structured Debate for Learning Ethics. -- Dotyk'ace: Autoteatro-Inspired Digital Storytelling for Teenage Mobile Phone Use Reflection. -- Immersive Storytelling for Co-Creation in XR: A Four-Dimension Framework. -- Project Phoenix– Resurrecting ASAPS, an Obsolete IDN Authoring System Using Generative AI. -- Neolithic experiences: Approaching a complex topic through IDNs using GenAI. -- Designing Multispecies Futures through Speculative Fiction and Interactive Narratives.

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.
