Table of Contents

Invited Perspectives on Interactive Digital Storytelling

Supporting Storytelling in a Programming Environment for Middle School Children .......................................................... 1
  Caitlin Kelleher

Purple Rose of Cairo in Reverse ......................................................... 5
  António Câmara

The World Is My Oyster – Mobility as a Challenge for Interactive Storytelling ................................................................. 6
  Frank Nack

The IRIS Network of Excellence: Future Directions in Interactive Storytelling ................................................................. 8
  Marc Cavazza, Ronan Champagnat, Riccardo Leonardi, and the IRIS Consortium

Evaluation, Experiencing, and Case Studies

Digital Storytelling as a Whole-Class Learning Activity: Lessons from a Three-Years Project .................................................. 14
  Nicoletta Di Blas, Franca Garzotto, Paolo Paolini, and Amalia Sabiescu

Comparing Effects of Different Cinematic Visualization Strategies on Viewer Comprehension ........................................... 26
  Arnav Jhala and R. Michael Young

The Motivational Appeal of Interactive Storytelling: Towards a Dimensional Model of the User Experience .......................... 38
  Christian Roth, Peter Vorderer, and Christoph Klimmt

Turbulence – A User Study of a Hypernarrative Interactive Movie ... 44
  Noam Knoller and Udi Ben Arie

Authoring Tools and the Creation Process

Authoring Issues beyond Tools .......................................................... 50
  Ulrike Spierling and Nicolas Szilas
Iterative Authoring Using Story Generation Feedback: Debugging or Co-creation? .......................... 62  
Ivo Swartjes and Marit Theune

Interactive Storytelling System Using Recycle-Based Story Knowledge .................................................. 74  
Koaru Sumi

Enohawk: Searching for a "Good" Emergent Narrative .......................................................... 86  
Cyril Brom, Michal Bida, Jakub Gemrot, Rudolf Kadlec, and Tomáš Pich

Exploring Narrative Presentation for Large Multimodal Lifelog Collections through Card Sorting .... 92  
Daragh Byrne and Gareth J.F. Jones

Games and Story

Designing Storytelling Games That Encourage Narrative Play .......................... 98  
Alex Mitchell and Kevin McGee

Table-Top Gaming Narratology for Digital Interactive Storytelling .......................... 109  
Martin van Velsen, Josh Williams, and Gustav Verhulsdonck

From Tabletop RPG to Interactive Storytelling: Definition of a Story Manager for Videogames .............. 121  
Guylain Delmas, Ronan Champagnat, and Michel Augeraud

The Good, the Bad and the Ugly: Short Stories in Short Game Play .................. 127  
Swen Gaudl, Klaus P. Jantke, and Christian Woelfert

Introducing Multiple Interaction Devices to Interactive Storytelling: Experiences from Practice .......... 134  
Ekaterina Kurdyukova, Elisabeth André, and Karin Leichtenstern

Theoretical Perspectives

Narrative Development in Improvisational Theatre ........................................ 140  
Allan Baumer and Briam Magerko

The Narrative-Communication Structure in Interactive Narrative Works ................. 152  
Udi Ben-Arie

Traumaculture and Telepathetic Cyber Fiction ........................................ 163  
Jacqueline Drinkall
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Poetry: A Narrow Relation between Poetics and the Codes of</td>
<td>174</td>
</tr>
<tr>
<td>the Computational Logic</td>
<td></td>
</tr>
<tr>
<td>Silvia Laurentiz</td>
<td></td>
</tr>
<tr>
<td>Exaggerated Claims for Interactive Stories</td>
<td>179</td>
</tr>
<tr>
<td>David Thoe, Vadim Baliko, Marcia Spetch, and Michael Webb</td>
<td></td>
</tr>
<tr>
<td>Tools, Applications and Frameworks</td>
<td></td>
</tr>
<tr>
<td>DEEP SPACE: High Resolution VR Platform for Multi-user Interactive</td>
<td>185</td>
</tr>
<tr>
<td>Narratives</td>
<td></td>
</tr>
<tr>
<td>Daniela Kuka, Oliver Elias, Ronald Martins, Christopher Lindinger,</td>
<td></td>
</tr>
<tr>
<td>Andreas Pramböck, Andreas Jalsovec, Pascal Maresch, Horst</td>
<td></td>
</tr>
<tr>
<td>Hörtner, and Peter Brandl</td>
<td></td>
</tr>
<tr>
<td>Playing Sub-stories from Complex Movies</td>
<td>197</td>
</tr>
<tr>
<td>Ana Rescio and Carlos Teixeira</td>
<td></td>
</tr>
<tr>
<td>Multiple Coordinated Mobile Narratives as a Catalyst for Face-to-Face</td>
<td>209</td>
</tr>
<tr>
<td>Group Conversation</td>
<td></td>
</tr>
<tr>
<td>Oliviero Stock and Charles Callaway</td>
<td></td>
</tr>
<tr>
<td>Narrative Control and Drama Management</td>
<td></td>
</tr>
<tr>
<td>Directorial Control in a Decision-Theoretic Framework for Interactive</td>
<td>221</td>
</tr>
<tr>
<td>Narrative</td>
<td></td>
</tr>
<tr>
<td>Mei Si, Stacy C. Marsella, and David V. Pynadath</td>
<td></td>
</tr>
<tr>
<td>Controlling Narrative Generation with Planning Trajectories: The Role</td>
<td>234</td>
</tr>
<tr>
<td>of Constraints</td>
<td></td>
</tr>
<tr>
<td>Julie Porteous and Marc Cavazza</td>
<td></td>
</tr>
<tr>
<td>Evaluation of a Drama Manager Agent for an Interactive Story-Based</td>
<td>246</td>
</tr>
<tr>
<td>Game</td>
<td></td>
</tr>
<tr>
<td>Andrea Corradini, Manish Mehta, and Santiago Ontaiion</td>
<td></td>
</tr>
<tr>
<td>What Would You Do in Their Shoes? Experiencing Different Perspectives</td>
<td>258</td>
</tr>
<tr>
<td>in an Interactive Drama for Multiple Users</td>
<td></td>
</tr>
<tr>
<td>Birgit Endrass, Michael Boegler, Nikolaus Bee, and Elisabeth André</td>
<td></td>
</tr>
<tr>
<td>Approaching Novel Perspectives and Experiences</td>
<td></td>
</tr>
<tr>
<td>Bridging Media with the Help of Players</td>
<td>269</td>
</tr>
<tr>
<td>Michael Nitsche, Matthew Drake, and Janet Murray</td>
<td></td>
</tr>
<tr>
<td>To Be or Not to Be: Towards Stateless Interactive Drama</td>
<td>280</td>
</tr>
<tr>
<td>Nicolas Szilas and Monica Axelrad</td>
<td></td>
</tr>
</tbody>
</table>
Conceiving Interactive Story Events ........................................ 292
Ulrike Spierling

Interactive Narration within Audio Augmented Realities .......... 298
Johanna Gampe

Posters

Suspense? Surprise! or How to Generate Stories with Surprise Endings by Exploiting the Disparity of Knowledge between a Story’s Reader and Its Characters .................................................. 304
Byung-Chull Bae and R. Michael Young

The Evolution of Story Spaces of Digital Games beyond the Limits of Linearity and Monotonicity .......................... 308
Klaus P. Jantke

A Computational Model of Emotional Response to Stories ........ 312
Adam FitzGerald, Gurlal Kahlon, and Mark O. Riedl

Adaptivity in Game-Based Learning: A New Perspective on Story ................................................................. 316
Florian Berger and Wolfgang Müller

Digital Video and Interactivity .................................................. 320
Alysson K. Morelli, Gabriel C. Chaves, and Tiago M. Belchior

Demonstrations

Say Anything: A Demonstration of Open Domain Interactive Digital Storytelling ......................................................... 324
Reid Swanson and Andrew S. Gordon

An Interactive Film Demonstration: Crossed Lines .................. 328
Sarah Atkinson

Pedagogical Dramas and Transformational Play: Realizing Narrative through Videogames Design .......................... 332
Sasha A. Barab, Tyler Dodge, Adam Ingram-Goble, Charlene Volk, Kylie Peppler, Patrick Pettigjohn, and Maria Solomon

Virtual Heritage Tours: Developing Interactive Narrative-Based Environments for Historical Sites .......................... 336
Deborah Tuck and Iryna Kuksa

The Third Woman ................................................................. 340
Martin Rieser and Pia Tikka
Design and Implementation of the Interactive Space for Digital Storytelling (ISDS): The Cocktail Party
Yoonji Kim, Taeksoo Chun, Gunho Chae, Hojoon Ji, and Woon Seung Yeo

Workshops

Creating 3D Virtual Characters for Games and Storytelling
Applications in a Few Easy Steps
Cyril Brom and Michal Bida

Creating the Goodies and Baddies of the Story: Specification of an Interoperable and Reusable Avatar Identity
David Oyarzun, Amalia Ortiz, María del Puy Carretero, and Alex García-Alonso

Hands-on Interactive Storytelling Techniques
Florian Berger, Alexander Marbach, and Jana Jevická

Do We Need a New Narratology for Interactive Digital Storytelling? A Workshop on Theory at ICIDS 2009
Hartmut Koelnitz, Mads Haahr, Gabriele Ferri, and Tongue Ibrahim Sezen

Workshop on Authoring Methods and Conception in Interactive Storytelling
Ulrike Spierling, Ido Iurgel, Urs Richle, and Nicolas Szilas

Author index

Table of Contents XV

292
298
304
308
312
316
320
324
328
332
336
340