Preface

This volume contains the proceedings of ICIDS 2015: The 8th International Conference on Interactive Digital Storytelling. ICIDS is the premier annual venue that gathers researchers, developers, practitioners, and theorists to present and share the latest innovations, insights, and techniques in the expanding field of interactive storytelling and the technologies that support it.

The field regroups a highly dynamic and interdisciplinary community, in which narrative studies, computer science, interactive and immersive technologies, the arts, and creativity converge to develop new expressive forms in a myriad of domains that include artistic projects, interactive documentaries, cinematic games, serious games, assistive technologies, edutainment, pedagogy, museum science, advertising, and entertainment, to mention a few. The conference has a long-standing tradition of bringing together academia, industry, designers, developers, and artists into an interdisciplinary dialogue through a mix of keynote lectures, long and short article presentations, posters, workshops, and very lively demo sessions. Additionally, since 2010, ICIDS has been hosting an international art exhibition open to the general public. In 2015, ICIDS took place in Copenhagen at Aalborg University in Copenhagen, marking the conference's return to Europe.

This year the review process was extremely selective and many good papers could not be accepted for the final program. Altogether, we received 80 submissions in all the categories. Out of the 48 full-paper submissions, the Program Committee selected only 18 submissions for presentation and publication as full papers, which corresponds to an acceptance rate of less than 38 % for full papers. In addition, we accepted 13 submissions as short papers, nine submissions as posters, and three submissions as demonstrations, including some long papers that qualified for participation in one of these categories. The ICIDS 2015 program featured contributions from 48 different institutions in 18 different countries worldwide.

The conference program also hosted two invited speakers: Chris Crawford, Game Design veteran, Interactive Storytelling pioneer and designer of Siboot; and Paul Mulholland from the Knowledge Media Institute (The Open University, UK), forerunner in the use and development of interactive narrative tools for enhancing learning and museum experience.

The titles of their talks were:

- Chris Crawford:
  "The Siren Song of Interactive Storytelling"
- Paul Mulholland:
  "Interactive Narrative and Museums"

In addition to paper and poster presentations, ICIDS 2015 featured a very rich pre-conference workshop day with 13 workshops: (1) Building IDS Research and Development Bridges, (2) The Ontology Project for Interactive Digital Narrative,

(3) Inspired Models for Interactive Narrative, (4) Managing the Stage: Challenges of Participatory Storytelling, (5) Storytelling Lighting Design, (6) The Overlap and Joint Potential Between Theater and IDS, (7) RPGs, Edularp and Blackbox: A Theoretical and Practical Primer on Role-Playing Games and Their Relevance for IDS, (8) When Our Destinies Meet: Design and Play a Blackbox Larp, (9) Storytelling, Digital Media, Museums and Beuys, (10) Creating Video Content for Oculus Rift - Scriptwriting for 360° Interactive Video Productions, (11) Wish Game Workshop, (12) Mobile Story-telling 3.0: How to Create Mobile and Digital Location-Based Stories, and finally (13) Social Media Fiction: Designing Stories for Social Media.

In conjunction with the academic conference, the interactive narratives art exhibition was held at the industrial era museum Diesel House in Copenhagen. The art exhibition featured a selection of 14 artworks selected from 30 submissions by an international jury.

We would like to express our gratitude and sincere appreciation to all the authors included in this volume for their effort in preparing their submissions and for their participation in the conference. Equally we want to heartily thank our Program Committee and art exhibition jurors for their accurateness and diligence in the review process, our invited speakers for their insightful and inspirational talks, and the workshops organizers for the dynamism and creativity that they brought into the conference. A special thank goes to the Danish Council for Independent Research for their financial support, to the Diesel House Museum, Copenhagen (Denmark), for hosting our International Art Exhibition, and to the ICIDS Steering Committee for granting us the opportunity to host ICIDS 2015 In Copenhagen. Thanks to you all!

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