

# Contents

## Theoretical and Design Foundations

Touchscreen Poetry: Analyzing Gestural Digital Poems . . . . .	3
<i>Gabriele Ferri</i>	
Open Design Challenges for Interactive Emergent Narrative . . . . .	14
<i>James Owen Ryan, Michael Mateas, and Noah Wardrip-Fruin</i>	
Reflective Rereading and the SimCity Effect in Interactive Stories . . . . .	27
<i>Alex Mitchell</i>	
Tensions of Plot in Interactive Digital Storytelling. . . . .	40
<i>Colette Daiute</i>	
Design Approaches for Interactive Digital Narrative . . . . .	50
<i>Hartmut Koenitz</i>	
Adaptive Storyworlds: - Utilizing the Space-Time Continuum in Interactive Digital Storytelling . . . . .	58
<i>Henrik Schoenau-Fog</i>	

## Technical Advances

The Moody Mask Model: A Hybrid Model for Creating Dynamic Personal Interactions in an Interactive Setting . . . . .	69
<i>Bjarke Alexander Larsen, Kasper Ingdahl Andkjær, and Henrik Schoenau-Fog</i>	
Creative Help: A Story Writing Assistant. . . . .	81
<i>Melissa Roemmele and Andrew S. Gordon</i>	
Remember That Time? Telling Interesting Stories from Past Interactions . . . .	93
<i>Morteza Behrooz, Reid Swanson, and Arnav Jhala</i>	
Hybrid Books for Interactive Digital Storytelling: Connecting Story Entities and Emotions to Smart Environments . . . . .	105
<i>Hajar Ghaem Sigarchian, Ben De Meester, Frank Salliau, Wesley De Neve, Sara Logghe, Ruben Verborgh, Erik Mannens, Rik Van de Walle, and Dimitri Schuurman</i>	
Automatic Annotation of Characters' Emotions in Stories . . . . .	117
<i>Vincenzo Lombardo, Rossana Damiano, Cristina Battaglino, and Antonio Pizzo</i>	

Authoring Background Character Responses to Foreground Characters . . . . .	130
<i>Fernando Geraci and Mubbasir Kapadia</i>	
Using a Controlled Natural Language for Specifying the Narratives of Serious Games . . . . .	142
<i>Frederik Van Broeckhoven, Joachim Vlieghe, and Olga De Troyer</i>	
Tracery: An Author-Focused Generative Text Tool . . . . .	154
<i>Kate Compton, Ben Kybartas, and Michael Mateas</i>	
A Semantic Foundation for Mixed-Initiative Computational Storytelling. . . . .	162
<i>Ben Kybartas and Rafael Bidarra</i>	
Revisiting Computational Models of Creative Storytelling Based on Imaginative Recall. . . . .	170
<i>Sarah Harmon and Arnav Jhala</i>	
Narrative Review Process: Getting Useful Feedback on Your Story. . . . .	179
<i>Jonathan Dankoff and Elizaveta Shkirando</i>	
<b>Analyses and Evaluation of Systems</b>	
Connecting the Dots: Quantifying the Narrative Experience in Interactive Media . . . . .	189
<i>Hákon Jarl Hannesson, Thorbjørn Reimann-Andersen, Paolo Burelli, and Luis Emilio Bruni</i>	
Interaction in Surround Video: The Effect of Auditory Feedback on Enjoyment. . . . .	202
<i>Mirjam Vosmeer, Christian Roth, and Ben Schouten</i>	
Mise-en-scène: Playful Interactive Mechanics to Enhance Children’s Digital Books . . . . .	211
<i>Fatma Al Aamri and Stefan Greuter</i>	
Story Immersion in a Gesture-Based Audio-Only Game. . . . .	223
<i>Wenjie Wu and Stefan Rank</i>	
Generating Side Quests from Building Blocks . . . . .	235
<i>Tomáš Hromada, Martin Černý, Michal Bída, and Cyril Brom</i>	
Towards Measuring Consistency Across Transmedial Narratives . . . . .	243
<i>Jonathan Barbara</i>	
Evaluation of Yasmine’s Adventures: Exploring the Socio-Cultural Potential of Location Aware Multimedia Stories . . . . .	251
<i>Mara Dionisio, Mary Barreto, Valentina Nisi, Nuno Nunes, Julian Hanna, Bianca Herlo, and Jennifer Schubert</i>	

What Makes a Successful Emergent Narrative: The Case of Crusader Kings II. . . . . 259  
*Bertrand Lucat and Mads Haahr*

**Current and Future Usage Scenarios and Applications**

New Dimensions in Testimony: Digitally Preserving a Holocaust Survivor’s Interactive Storytelling . . . . . 269  
*David Traum, Andrew Jones, Kia Hays, Heather Maio, Oleg Alexander, Ron Artstein, Paul Debevec, Alesia Gainer, Kallirroi Georgila, Kathleen Haase, Karen Jungblut, Anton Leuski, Stephen Smith, and William Swartout*

Urban Games and Storification: The “Being Grunberg” Case Study. . . . . 282  
*Paul Schmidt and Frank Nack*

Novel Dramatic and Ludic Tensions Arising from Mixed Reality Performance as Exemplified in Better Than Life . . . . . 297  
*Nicky Donald and Marco Gillies*

Social Media Fiction: Designing Stories for Community Engagement . . . . . 309  
*Francesca Piredda, Mariana Ciancia, and Simona Venditti*

Film Education for Primary-School Students: Interactive Storytelling as an Educational Approach to Raise Awareness of Design Structures in Feature Films . . . . . 321  
*Regina Friess, Anke Blessing, Johannes Winter, Meike Zöckler, Felix Eckerle, Felix Prosch, and Philip Gondek*

*Enabling Instrumental Interaction Through Electronics Making: Effects on Children’s Storytelling . . . . . 329*  
*Sharon Lynn Chu, Francis Quek, Michael Saenz, Sourabh Bhangaonkar, and Osazuwa Okundaye*

**Posters**

Students as Game Designers: Learning by Creating Game Narratives in the Classroom. . . . . 341  
*Kristine Oygardslia*

How Cognitive Niche Construction Shapes Storytelling?: An Investigation of e-picturebooks as Cognitive Artifacts . . . . . 345  
*Thales Estefani, Pedro Atã, and João Queiroz*

Target BACRIM: Blurring Fact and Fiction to Create an Interactive Documentary Game. . . . . 349  
*Mathew Charles, Brad Gyori, Sven Wolters, and Julián Andrés Urbina Peñuela*

Connecting Cat - A Transmedia Learning Project . . . . .	353
<i>Patricia Rodrigues and José Bidarra</i>	
Collaborative Storytelling in Unity3D: Creating Scalable Long-Term Projects for Humanists. . . . .	357
<i>Lynn Ramey and Rebecca Panter</i>	
Tell a Story About Anything . . . . .	361
<i>Mei Si</i>	
Investigating Narrative Modelling for Digital Games . . . . .	366
<i>John Truesdale, Sandy Louchart, Neil Suttie, and Ruth Aylett</i>	
Telling Non-linear Stories with Interval Temporal Logic . . . . .	370
<i>Matt Thompson, Steve Battle, and Julian Padget</i>	
Opportunities for Integration in Interactive Storytelling . . . . .	374
<i>David Thue and Kári Halldórsson</i>	
<b>Demonstrations</b>	
The Quality System - An Attempt to Increase Cohesiveness Between Quest Givers and Quest Types. . . . .	381
<i>Daniel Brogaard Buss, Morten Vestergaard Eland, Rasmus Lystlund, and Paolo Burelli</i>	
No Reflection - An Interactive Narrative . . . . .	385
<i>Katharina B. Mortensen</i>	
Bird Attack: Interactive Story with Variable Focalization . . . . .	389
<i>Irmelin Henriette C. Prehn, Byung-Chull Bae, and Yun-Gyung Cheong</i>	
<b>Workshops</b>	
Building Research and Development Bridges - Connecting Interactive Digital Storytelling Research with the Game Industry and Media Content Producers. . . . .	395
<i>Henrik Schoenau-Fog and Lars Reng</i>	
The Ontology Project for Interactive Digital Narrative . . . . .	397
<i>Hartmut Koenitz, Mads Haahr, Gabriele Ferri, Tonguc Ibrahim Sezen, and Digidem Sezen</i>	
Narratologically-Inspired Models for Interactive Narrative . . . . .	400
<i>Nicolas Szilas and Fanfan Chen</i>	
Managing the Stage: Challenges of Participatory Storytelling . . . . .	402
<i>Sabine Harrer and Alina Constantin</i>	

Storytelling Lighting Design (ST-LiD) . . . . . 404  
*Ellen Kathrine Hansen and Georgios Triantafyllidis*

Creating Video Content for Oculus Rift: Scriptwriting for 360° Interactive  
 Video Productions . . . . . 406  
*Mirjam Vosmeer and Christian Roth*

The Wish Game Workshop . . . . . 408  
*Ele Jansen and Claire Marshall*

Mobile Storytelling 3.0: How to Create Mobile and Digital  
 Location-Based Stories . . . . . 410  
*Ilse Rombout*

Social Media Fiction: Designing Stories for Social Media . . . . . 412  
*Simona Venditti, Mariana Ciancia, Katia Goldoni,  
 and Francesca Piredda*

**Author Index** . . . . . 415



<http://www.springer.com/978-3-319-27035-7>

Interactive Storytelling

8th International Conference on Interactive Digital

Storytelling, ICIDS 2015, Copenhagen, Denmark,

November 30 - December 4, 2015, Proceedings

Schoenau-Fog, H.; Bruni, L.E.; Louchart, S.; Baceviciute,

S. (Eds.)

2015, XVII, 416 p. 73 illus. in color., Softcover

ISBN: 978-3-319-27035-7