

# Contents

## Analyses and Evaluation of Systems

IVRUX: A Tool for Analyzing Immersive Narratives in Virtual Reality . . . . .	3
<i>Paulo Bala, Mara Dionisio, Valentina Nisi, and Nuno Nunes</i>	
M2D: Monolog to Dialog Generation for Conversational Story Telling . . . . .	12
<i>Kevin K. Bowden, Grace I. Lin, Lena I. Reed, Jean E. Fox Tree, and Marilyn A. Walker</i>	
Exit 53: Physiological Data for Improving Non-player Character Interaction . . .	25
<i>Joseph Jalbert and Stefan Rank</i>	

## Brave New Ideas

Narrative Game Mechanics . . . . .	39
<i>Teun Dubbelman</i>	
An Integrated and Iterative Research Direction for Interactive Digital Narrative . . . . .	51
<i>Hartmut Koenitz, Teun Dubbelman, Noam Knoller, and Christian Roth</i>	
The Narrative Quality of Game Mechanics . . . . .	61
<i>Bjarke Alexander Larsen and Henrik Schoenau-Fog</i>	
Improvisational Computational Storytelling in Open Worlds . . . . .	73
<i>Lara J. Martin, Brent Harrison, and Mark O. Riedl</i>	
GeoPoetry: Designing Location-Based Combinatorial Electronic Literature Soundtracks for Roadtrips . . . . .	85
<i>Jordan Rickman and Joshua Tanenbaum</i>	
Media of Attraction: A Media Archeology Approach to Panoramas, Kinematography, Mixed Reality and Beyond . . . . .	97
<i>Rebecca Rouse</i>	
<i>Bad News</i> : An Experiment in Computationally Assisted Performance . . . . .	108
<i>Ben Samuel, James Ryan, Adam J. Summerville, Michael Mateas, and Noah Wardrip-Fruin</i>	

**Intelligent Narrative Technologies**

A Formative Study Evaluating the Perception of Personality Traits for Planning-Based Narrative Generation . . . . . 123  
*Julio César Bahamón and R. Michael Young*

Asking Hypothetical Questions About Stories Using QUEST . . . . . 136  
*Rachelyn Farrell, Scott Robertson, and Stephen G. Ware*

Predicting User Choices in Interactive Narratives Using Indexter’s Pairwise Event Saliency Hypothesis . . . . . 147  
*Rachelyn Farrell and Stephen G. Ware*

An Active Analysis and Crowd Sourced Approach to Social Training . . . . . 156  
*Dan Feng, Elin Carstensdottir, Sharon Marie Carnicke, Magy Seif El-Nasr, and Stacy Marsella*

Generating Abstract Comics . . . . . 168  
*Chris Martens and Rogelio E. Cardona-Rivera*

A Rules-Based System for Adapting and Transforming Existing Narratives. . . 176  
*Jo Mazeika*

Evaluating Accessible Graphical Interfaces for Building Story Worlds . . . . . 184  
*Steven Poulakos, Mubbasir Kapadia, Guido M. Maiga, Fabio Zünd, Markus Gross, and Robert W. Sumner*

Reading Between the Lines: Using Plot Graphs to Draw Inferences from Stories . . . . . 197  
*Christopher Purdy and Mark O. Riedl*

Using BDI to Model Players Behaviour in an Interactive Fiction Game . . . . . 209  
*Jessica Rivera-Villicana, Fabio Zambetta, James Harland, and Marsha Berry*

Expressionist: An Authoring Tool for In-Game Text Generation . . . . . 221  
*James Ryan, Ethan Seither, Michael Mateas, and Noah Wardrip-Fruin*

Recognizing Coherent Narrative Blog Content . . . . . 234  
*James Ryan and Reid Swanson*

Intertwined Storylines with Anchor Points . . . . . 247  
*Mei Si, Zev Battad, and Craig Carlson*

Delayed Roles with Authorable Continuity in Plan-Based Interactive Storytelling . . . . . 258  
*David Thue, Stephan Schiffel, Ragnar Adolf Árnason, Ingibergur Sindri Stefnisson, and Birgir Steinarsson*

Decomposing Drama Management in Educational Interactive Narrative:  
 A Modular Reinforcement Learning Approach . . . . . 270  
*Pengcheng Wang, Jonathan Rowe, Bradford Mott, and James Lester*

**Theoretical Foundations**

Bringing Authoritative Models to Computational Drama  
 (Encoding Knebel’s Action Analysis) . . . . . 285  
*Giacomo Albert, Antonio Pizzo, Vincenzo Lombardo, Rossana Damiano,  
 and Carmi Terzulli*

Strong Concepts for Designing Non-verbal Interactions in Mixed Reality  
 Narratives . . . . . 298  
*Joshua A. Fisher*

Can You Read Me that Story Again? The Role of the Transcript  
 as Transitional Object in Interactive Storytelling for Children . . . . . 309  
*María Goicoechea and Mark C. Marino*

The Character as Subjective Interface . . . . . 317  
*Jonathan Lessard and Dominic Arsenault*

Right, Left, High, Low Narrative Strategies for Non-linear Storytelling . . . . . 325  
*Sylke Rene Meyer*

Qualifying and Quantifying Interestingness in Dramatic Situations . . . . . 336  
*Nicolas Szilas, Sergio Estupiñán, and Urs Richle*

**Usage Scenarios and Applications**

Transmedia Storytelling for Exposing Natural Capital and Promoting  
 Ecotourism. . . . . 351  
*Mara Dionisio, Valentina Nisi, Nuno Nunes, and Paulo Bala*

Rough Draft: Towards a Framework for Metagaming Mechanics  
 of Rewinding in Interactive Storytelling . . . . . 363  
*Erica Kleinman, Valerie Fox, and Jichen Zhu*

Beyond the Gutter: Interactivity and Closure in Comics . . . . . 375  
*Tiffany Neo and Alex Mitchell*

The Design of *Writing Buddy*: A Mixed-Initiative Approach Towards  
 Computational Story Collaboration . . . . . 388  
*Ben Samuel, Michael Mateas, and Noah Wardrip-Fruin*

**Posters**

Towards Procedural Game Story Creation via Designing Story Cubes . . . . . 399  
*Byung-Chull Bae, Gapyuel Seo, and Yun-Gyung Cheong*

Phylactery: An Authoring Platform for Object Stories . . . . . 403  
*Charu Chaudhari and Joshua Tanenbaum*

What is Shared? - A Pedagogical Perspective on Interactive Digital  
 Narrative and Literary Narrative . . . . . 407  
*Colette Daiute and Hartmut Koenitz*

A Reflexive Approach in Learning Through Uchronia . . . . . 411  
*Méloody Laurent, Nicolas Szilas, Domitile Lourdeaux,  
 and Serge Bouchardon*

Interactive Chart of Story Characters’ Intentions . . . . . 415  
*Vincenzo Lombardo, Antonio Pizzo, Rossana Damiano, Carmi Terzulli,  
 and Giacomo Albert*

Location Location Location: Experiences of Authoring an Interactive  
 Location-Based Narrative . . . . . 419  
*David E. Millard and Charlie Hargood*

Using Theme to Author Hypertext Fiction . . . . . 423  
*Alex Mitchell*

Towards a Model-Learning Approach to Interactive Narrative Intelligence  
 for Opportunistic Storytelling . . . . . 428  
*Emmett Tomai and Luis Lopez*

Art-Bots: Toward Chat-Based Conversational Experiences in Museums . . . . . 433  
*Stavros Vassos, Eirini Malliaraki, Federica dal Falco,  
 Jessica Di Maggio, Manlio Massimetti, Maria Giulia Nocentini,  
 and Angela Testa*

**Demonstrations**

The Alter Ego Workshop . . . . . 441  
*Josephine Anstey*

DreamScope: Mobile Virtual Reality Interface . . . . . 445  
*Valentina Nisi, Nuno Nunes, Mara Dionisio, Paulo Bala, and Time’s Up*

Quasi-experimental Evaluation of an Interactive Voice Response Game  
 in Rural Uganda . . . . . 449  
*Paul L. Sparks*

**Workshops**

Tutorials in Intelligent Narrative Technologies . . . . . 457  
*Chris Martens and Rogelio E. Cardona-Rivera*

How to Rapid Prototype Your Very Own VR Journalism Experience . . . . . 459  
*Marcus Bösch, Linda Rath-Wiggins, and Trey Bundy*

In-depth Analysis of Interactive Digital Narrative . . . . . 461  
*Hartmut Koenitz, Mads Haahr, Gabriele Ferri, Tonguc Ibrahim Sezen,  
and Digdem Sezen*

Exploring New Approaches to Narrative Modeling and Authoring. . . . . 464  
*Fanfan Chen, Antonia Kampa, Alex Mitchell, Ulrike Spierling,  
Nicolas Szilas, and Steven Wingate*

**Author Index** . . . . . 467



<http://www.springer.com/978-3-319-48278-1>

Interactive Storytelling

9th International Conference on Interactive Digital

Storytelling, ICIDS 2016, Los Angeles, CA, USA,

November 15-18, 2016, Proceedings

Nack, F.; Gordon, A.S. (Eds.)

2016, XVII, 468 p. 92 illus., Softcover

ISBN: 978-3-319-48278-1