

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