Contents

Story Design

RheijnLand.Xperiences – A Storytelling Framework for Cross-Museum Experiences ........................................ 3
Timo Kahl, Ido Iurgel, Frank Zimmer, René Bakker, and Koen van Turnhout

Effective Scenario Designs for Free-Text Interactive Fiction ................................................................. 12
Margaret Cychosz, Andrew S. Gordon, Obiageli Odimegwu, Olivia Connolly, Jenna Bellassai, and Melissa Roemmele

Dynamic Syuzhets: Writing and Design Methods for Playable Stories ...................................................... 24
Hannah Wood

Plans Versus Situated Actions in Immersive Storytelling Practices ........................................................... 38
Sarah Lugthart, Michel van Dartel, and Annemarie Quispel

Location and Generation

Experiencing the Presence of Historical Stories with Location-Based Augmented Reality ........................................ 49
Ulrike Spierling, Peter Winzer, and Erik Massarczyk

Developing a Writer’s Toolkit for Interactive Locative Storytelling ............................................................ 63
Heather S. Packer, Charlie Hargood, Yvonne Howard, Petros Papadopoulos, and David E. Millard

Level of Detail Event Generation ............................................. 75
Luis Flores and David Thue

History and Learning

Grimes’ Fairy Tales: A 1960s Story Generator ............................................. 89
James Ryan

The Narrative Logic of Rube Goldberg Machines ............................................. 104
David Olsen and Mark J. Nelson

Cinelabyrinth: The Pavilion of Forking Paths ............................................. 117
Chris Hales
Verb+s Is Looking for Love: Towards a Meaningful Narrativization of Abstract Content .................................................. 126

Serena Zampolli

Games

Wordless Games: Gameplay as Narrative Technique ......................... 137

Yuin Theng Sim and Alex Mitchell

A Framework for Multi-participant Narratives Based on Multiplayer Game Interactions .................................................. 150

Callum Spawforth and David E. Millard

Gaming Versus Storytelling: Understanding Children’s Interactive Experiences in a Museum Setting .......................... 163

Marko Radeta, Vanessa Cesario, Sônia Matos, and Valentina Nisi

Emotion and Personality

Using Interactive Storytelling to Identify Personality Traits. .............. 181

Raul Paradeda, Maria José Ferreira, Carlos Martinho, and Ana Paiva

How Knowledge of the Player Character’s Alignment Affect Decision Making in an Interactive Narrative ...................... 193

Mette Jakobsen, Daniel Svejstrup Christensen, and Luis Emilio Bruni

Thinning the Fourth Wall with Intelligent Prompt ......................... 206

Rossana Damiano, Vincenzo Lombardo, and Antonio Pizzo

Virtual, Mixed and Augmented Reality

Who Are You? Voice-Over Perspective in Surround Video ............... 221

Mirjam Vosmeer, Christian Roth, and Hartmut Koenitz

Empathic Actualities: Toward a Taxonomy of Empathy in Virtual Reality ................................................................. 233

Joshua A. Fisher

Design for Emerging Media: How MR Designers Think About Storytelling, Process, and Defining the Field .................. 245

Rebecca Rouse and Evan Barba
Posters

An Interactive Installation for Dynamic Visualization of Multi-author Narratives ........................................ 261  
_Caterina Antonopoulou_

Factors of Immersion in Interactive Digital Storytelling ................................................................. 265  
_Sebastian Arndt, Martin Ervik, and Andrew Perkis_

Evaluating User Experience in 360° Storytelling Through Analytics ................. 270  
_Paulo Bala, Valentina Nisi, and Nuno Nunes_

Towards an Interaction Model for Interactive Narratives ......................................................... 274  
_Elin Carstensdottir, Erica Kleinman, and Magy Seif El-Nasr_

Using Interactive Fiction to Teach Pediatrists-in-Training About Child Abuse ......................... 278  
_Grant P. Christman, Sheree M. Schrager, and Kelly Callahan_

Interactive Imagining in Interactive Digital Narrative ............................................................. 282  
_Colette Daiute and Robert O. Duncan_

Repetition, Reward and Mastery: The Value of Game Design Patterns for the Analysis of Narrative Game Mechanics ................................................................. 286  
_Teun Dubbelman_

Towards a Narrative-Based Game Environment for Simulating Business Decisions ......................... 290  
_Stanley Yu Galan, Michael Joshua Ramos, Aakov Dy, Yusin Kim, and Ethel Ong_

What is a Convention in Interactive Narrative Design? ............................................................. 295  
_Hartmut Koenitz, Christian Roth, Teun Dubbelman, and Noam Knoller_

Interactive Storytelling for the Maintenance of Cultural Identity: The Potential of Affinity Spaces for the Exchange and Continuity of Intergenerational Cultural Knowledge ................................................................. 299  
_Juliana Monteiro, Carla Morais, and Miguel Carvalhais_

Applying Interactive Documentary as a Pedagogical Tool in High School Level ......................... 303  
_Valentina Moreno and Arnau Gifreu-Castells_

Interactive Storytelling System for Enhancing Children’s Creativity ......................................... 308  
_Kaoru Sumi and Nozomu Yahata_
Open World Story Generation for Increased Expressive Range .......................... 313
David Thue, Stephan Schiffel, Tryggvi Þór Guðmundsson, Guðni Fannar Kristjánsson, Kári Eiríksson, and Magnús Vilhelm Björnsson

Collisions and Constellations: On the Possible Intersection of Psychoethnography and Digital Storytelling ................................. 319
Justin Armstrong

Evaluating Visual Perceptive Media ................................................................. 323
Anna Frew and Ian Forrester

Biennale 4D – Exploring the Archives of the Swiss Pavilion at the «Biennale di Venezia» Art Exhibition ............................................. 327
Kathrin Koebel, Doris Agotai, Stefan Arisona, and Matthias Oberli

Subject and Subjectivity: A Conversational Game Using Possible Worlds. .......... 332
Ben Kybartas, Clark Verbrugge, and Jonathan Lessard

The AntWriter Improvisational Writing System: Visualizing and Coordinating Upcoming Actions ................................................. 336
Alex Mitchell, Jude Yew, Lonce Wyse, Dennis Ang, and Prashanth Thattai

Doctoral Consortium

How Interactivity Is Changing in Immersive Performances: An Approach of Understanding the Use of Interactive Technologies in Performance Art .......................................................... 343
Ágnes Karolina Bakk

Interactive Storytelling to Teach News Literacy to Children ............................ 347
Ioli Campos

Enhancing Museums’ Experiences Through Games and Stories for Young Audiences ........................................................................... 351
Vanessa Cesário, António Coelho, and Valentina Nisi

That’s not How It Should End: The Effect of Reader/Player Response on the Development of Narrative ............................................. 355
Lynda Clark

Leveraging on Transmedia Entertainment-Education to Offer Tourists a Meaningful Experience ......................................................... 359
Mara Dionisio, Valentina Nisi, and Nuno Correia
Embodied and Disembodied Voice: Characterizing Nonfiction Discourse in Cinematic-VR

Phillip Doyle

Learning and Teaching Biodiversity Through a Storyteller Robot

Maria José Ferreira, Valentina Nisi, Francisco Melo, and Ana Paiva

Authoring Concepts and Tools for Interactive Digital Storytelling in the Field of Mobile Augmented Reality

Antonia Kampa

NOOA: Maintaining Cultural Identity Through Intergenerational Storytelling and Digital Affinity Spaces

Juliana Monteiro, Carla Morais, and Miguel Carvalhais

An Epistemological Approach to the Creation of Interactive VR Fiction Films

Maria Cecilia Reyes

User and Player Engagement in Local News and/as Interactive Narratives

Torbjörn Svensson

Grammar Stories: A Proposal for the Narrativization of Abstract Contents

Serena Zampolli

Workshops

Bringing Together Interactive Digital Storytelling with Tangible Interaction: Challenges and Opportunities

Alejandro Catala, Mariët Theune, Cristina Sylla, and Pedro Ribeiro

Film-Live: An Innovative Immersive and Interactive Cinema Experience

Mattia Costa, Chiara Ligi, and Francesca Piredda

Workshop Transmedia Journalism and Interactive Documentary in Dialogue

Renira Rampazzo Gambarato and Alessandro Nani

Authoring for Interactive Storytelling Workshop

Charlie Hargood, Alex Mitchell, David E. Millard, and Ulrike Spierling

1st Workshop on the History of Expressive Systems

James Ryan and Mark J. Nelson

Author Index
Interactive Storytelling
10th International Conference on Interactive Digital Storytelling, ICIDS 2017 Funchal, Madeira, Portugal, November 14-17, 2017, Proceedings
Nunes, N.; Oakley, I.; Nisi, V. (Eds.)
2017, XVII, 414 p. 57 illus., Softcover
ISBN: 978-3-319-71026-6