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Frank Nack · Andrew S. Gordon (Eds.)

Interactive Storytelling

9th International Conference
on Interactive Digital Storytelling, ICIDS 2016
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Proceedings

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Preface

This volume contains the proceedings of ICIDS 2016: the 9th International Conference on Interactive Digital Storytelling. ICIDS took place at the Institute for Creative Technologies, University of Southern California, Los Angeles, USA. This year also featured a collaboration with the ninth edition of Intelligent Narrative Technologies (INT9), a related series of gatherings that holds artificial intelligence as its focus. INT9 was featured at ICIDS 2016 as its own track, organized by co-chairs Chris Martens and Rogelio E. Cardona-Rivera.

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. For this edition we also introduced a new track, namely, “Brave New Ideas.” This track addresses works that explore highly innovative ideas and/or paradigm shifts in conventional theory and practice of interactive storytelling. It seeks to draw attention to methods that differ from the state of the art in practice or theory and demonstrate potential for changed ways of thinking. The aim is to establish a clearer roadmap as a community guideline for the development of the field.

The review process was extremely selective and many good papers could not be accepted for the final program. Altogether, we received 88 submissions in all the categories. Out of the 66 submitted full papers, the Program Committee selected only 26 submissions for presentation and publication as full papers, which corresponds to an acceptance rate of 39 % for full papers. In addition, we accepted eight submissions as short papers, nine submissions as posters, and three submissions as demonstrations, including some long papers that were offered the opportunity to participate within another category. The ICIDS 2016 program featured contributions from 41 different institutions in 16 different countries worldwide.

The conference program also hosted three invited speakers:

Kevin Bruner co-founded Telltale, Inc., in 2004 to blend technology, creativity, and production processes to create a new entertainment experience and define a new business model. Since its inception, Telltale has pioneered episodic gaming, becoming the first company to release games as monthly episodes. Since 1990, Kevin has been creating

entertainment technology for video games, television game shows, museum installations, and more. Prior to founding Telltale, Kevin applied his talents at LucasArts, working on cutting-edge projects such as the classic Grim Fandango noir adventure, and epic Star Wars titles, as well as crafting core company technology strategies.

Tracy Fullerton is a game designer, professor and director of the USC Games program. Her research center, the Game Innovation Lab, has produced several influential independent games, including *Cloud*, *fOw*, *Darfur is Dying*, *The Misadventures of P.B. Winterbottom*, *The Night Journey*, with artist Bill Viola, and *Walden*, a game. Tracy is the author of – a design textbook used at game programs worldwide, and holder of the Electronic Arts Endowed Chair in Interactive Entertainment. Prior to USC, she designed games for Microsoft, Sony, MTV, among others. Tracy’s work has received honors including an Emmy nomination, Indiecade’s “Sublime Experience,” “Impact,” and “Trailblazer” awards, the Games for Change “Game Changer” award, and the Game Developers Choice “Ambassador” Award.

Janet Leahy, a graduate of UCLA’s school of film and television, spent 18 years as a comedy writer – producing, writing, and executive producing “Cheers,” “The Cosby Show,” “Roseanne,” “Grace Under Fire,” among many others. Her work continued in the one-hour arena as writer/producer for “Gilmore Girls,” followed by Executive Producer of “Boston Legal,” “Life Unexpected,” and “Mad Men.” Janet has received six Emmy nominations, as well as Writers’ Guild Awards and the Peabody Award for best drama. She is currently developing a half-hour comedy and one-hour drama pilot.

In addition to paper and poster presentations, ICIDS 2016 featured a pre-conference workshop day with four workshops:

WS1: The First Workshop on Tutorials in Intelligent Narrative Technologies, organized by Chris Martens and Rogelio E. Cardona-Rivera

WS2: How to Rapid Prototype Your Very Own Vr Journalism Experience, organized by Marcus Bösch, Linda Rath-Wiggins, and Trey Bundy.

WS3: In-Depth Analysis of Interactive Digital Narrative, organized by Hartmut Koenitz, Mads Haahr, Gabriele Ferri, Tonguc Ibrahim Sezen, and Digidem Sezen.

WS4: Exploring New Approaches to Narrative Modeling and Authoring, organized by Fanfan Chen, Antonia Kampa, Alex Mitchell, Ulrike Spierling, Nicolas Szilas, and Steven Wingate.

In conjunction with the academic conference, the Art Exhibition of the 9th International Conference on Interactive Digital Storytelling was held at the USC Institute for Creative Technologies on November 15, 2016. The art exhibition featured a selection of nine artworks selected from 19 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 our eight meta-reviewers: Marc Cavazza, Gabriele Ferri, Ben Kybartas, Vincenzo Lombardo, Paolo Petta, Charly Hargood, Jichen Zhu, and Peter A. Mawhorter. Thanks as well to our 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 ICIDS Steering Committee for granting us the opportunity to host ICIDS 2016 in Los Angeles. Thanks to you all!

November 2016

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