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Technologies for Interactive Digital Storytelling and Entertainment

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Proceedings

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Preface

This textbook contains the proceedings from the 3rd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2006). The contributions are grouped into six sections, which include subjects like virtual characters, story authoring, narrative systems, and examples of their application.

During recent years, Interactive Digital Storytelling has evolved as a prospering research topic, banding together formerly disjoined disciplines stemming from the arts and humanities as well as computer science. The subject of this book is of course strongly related to the notion of 'storytelling', which has been used as an effective means for the communication of knowledge and social values, ever since the early history of humankind. It also tries to build a bridge between current academic trends, for example, by investigating and formalizing narrative aspects of computer games, and by its developments for the experience-based design of human–media interaction in general.

Starting with a scientific workshop at national level in 2000, the Digital Storytelling group at ZGDV Darmstadt originated TIDSE, the International Conference for Technologies in Interactive Digital Storytelling and Entertainment. TIDSE 2003, TIDSE 2004, and TIDSE 2006 continued this series, and provided the latest research outcomes and indications for its usage within entertainment applications. Further, TIDSE continued its collaboration with the International Conference on Virtual Storytelling, ICVS (conducted 2001, 2003 and 2005 in France): While ICVS focuses on virtual storytelling and VR environments, the focus of TIDSE is set on interactive storytelling, addressing the narrative paradox and the overall question of how to bring true interactivity into storytelling systems. Scientific contributions to TIDSE 2006 thus covered a broad spectrum, from conceptual ideas, theories, systems and technological questions, to best practice examples in the different storytelling application domains, with a focus on entertainment and games.

Apart from traditional conference talks and sessions, TIDSE 2006 provided specific workshops and round tables, mainly around the issue of 'story authoring'. In the pre-conference program, on December 3, a demo workshop titled "Little Red Cap: The Authoring Process in Interactive Storytelling" brought together creative persons to present their latest authoring tools and concepts. During the conference program, two round table/panel discussions in the context of the ongoing EU projects INSCAPE and U-CREATE provided deeper insight and mulitple perspectives brought to the audience by invited guests from research and industry. In addition, practical demonstrations of systems, tools and concepts, as well as best-practice examples from industry were presented in the demo and exhibition area.

TIDSE 2006 was organized by the Storytelling group at ZGDV Darmstadt. However, the conference only came about thanks to the financial, moral and pragmatic support of various institutions: ZGDV Darmstadt e.V. and the INI-GraphicsNet foundation hosted and sponsored the conference. The European Commission provided

support for the round tables by way of the projects IN-SCAPE and U-CREATE, and Nintendo of Europe offered a prize for the best paper award.

The social program had its highlight in the first public presentation of the philosophical service installation Ludus Globi Digital. It combines new media, drama, and personal service, investigating new forms of presenting and experiencing themes from the humanities. Ludus Globi Digital could only be brought into being with the dedication and enthussiasm of students from several German universities.

December 2006

Stefan Göbel
Rainer Malkewitz
Ido Iurgel

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