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Interactive Storytelling

Third Joint Conference
on Interactive Digital Storytelling, ICIDS 2010
Edinburgh, UK, November 1-3, 2010
Proceedings



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Preface

Novel pervasive, mobile, and interactive graphical technologies underlie a new mode of storytelling—interactive digital storytelling (IDS)—whether in interactive entertainment, computer games, education, therapy or other interactive digital applications. This raises the possibility of redefining the experience of narrative through interactive simulations of computer-generated story worlds. The wide range of papers at ICIDS 2010, held in Edinburgh November 1–3, 2010, was testament to both the number and variety of researchers now investigating this field.

Some papers addressed key theoretical problems in the field: how to reconcile interactivity and narrative structure; how to make complex digital systems accessible to the creative author; what processes and metrics are needed to evaluate the outputs of IDS systems. Others addressed IDS in specific domains: in education; enhancement of automated sports commentary; therapeutic approaches to trauma; location-aware presentation of culture and history; computer games. IDS systems now employ not only conventional desktop systems, but also large-scale immersive display systems, and mobile devices; as well as modalities such as film and video, which remain important sources of knowledge and experience. In a truly inter-disciplinary field, ICIDS 2010 served as a forum for the discussion of ideas, experiences and achievements of researchers with very different ideas and assumptions.

The ICIDS 2010 acceptance rates were 24% for long papers and 46% for both long and short. This reflects the high standards applied by the members of the Program Committee. Posters and demos rounded out the conference to create an atmosphere of interactivity. In addition, seven pre-conference workshops and tutorials allowed more intensive discussion of specific themes.

Three keynote speakers supported the inter-disciplinary range of ICIDS 2010 and the field's natural ties between academic research, the arts and industry. Michael Mateas, from the University of California in Santa Cruz, is author of the ground-breaking interactive story *Façade*. He addressed how to open up authoring to storytellers who do not want to have to master the detail of a complex computer-based system. Alex Whittaker, a long-standing computer game-developer, now at WeRInteractive, discussed how far interactive storytelling ideas and technologies have penetrated commercial digital entertainment. Finally, Carl Heath, Creative Director of the Swedish organization GR Experiential Learning, presented key elements in the design of the rich and complex social worlds that can be found within live action role plays (LARPs) in the Nordic countries.

We would like to acknowledge and thank the UK AI and Games Research Network and the Scottish Informatics and Computer Science Alliance (SICSA) for their financial support and sponsorship of the event. We would also like to thank

colleagues at Edinburgh College of Art, Edinburgh University Informatics, and in particular Inspace for their unique contribution through the pre-conference event showcasing artistic contributions *Inspace Nobody Can Hear You Scream*, presented on October 31.

ICIDS 2010 was another landmark in a dynamic and expanding research area. We all look forward to ICIDS 2011.

November 2010

Ruth Aylett
Mark Riedl
Paolo Petta

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