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Interactive Storytelling

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Proceedings

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Preface

This volume contains the proceedings of ICIDS 2011: The 4th International Conference on Interactive Digital Storytelling. ICIDS is the premier international conference on interactive digital storytelling (IDS), bringing together researchers from a wide variety of fields to share novel techniques, present recent results, and exchange new ideas. Having been hosted successfully in Europe for the past three years, ICIDS 2011 marked the conference's first venture to an entirely new continent: North America.

Enabled by the advent of interactive digital media, IDS redefines the experience of narrative by allowing its audience to actively participate in the story. As such, IDS offers interesting new possibilities for games, training, and learning, through the enriching of virtual characters with intelligent behavior, the collaboration of humans and machines in the creative process, and the combination of narrative knowledge and user activity into novel, interactive artifacts.

IDS draws on many aspects of computer science, and specifically on research in artificial intelligence and virtual/mixed reality; topics include multi-agent systems, natural language generation and understanding, player modeling, narrative intelligence, drama management, cognitive robotics, and smart graphics. Furthermore, IDS is inherently a multidisciplinary field. To create novel applications in which users play a significant role together with digital characters and other autonomous elements, new concepts for human-computer interaction are needed, and novel concepts from theoretical work in the humanities and interactive art are also important to incorporate.

The review process for ICIDS 2011 was extremely selective, and many good papers could not be accepted for the final program. Altogether, we received 72 submissions (64 full papers, 6 short papers and 2 posters/demos). Out of the 64 submitted full papers, the Program Committee selected only 17 submissions for presentation and publication as a full paper, corresponding to an acceptance rate of ~27% for full papers. In addition 14 submissions were accepted as short papers, and 16 submissions were accepted as posters. In total, the ICIDS 2011 program featured contributions from 50 different institutions in 17 different countries worldwide.

The conference program also highlighted three invited speakers: Chris Crawford, computer game designer and writer noted for his work on Storytron (originally known as Erasmatron), an engine for running interactive electronic storyworlds; Mary DeMarle, lead writer and narrative designer for *Deus Ex: Human Revolution*, a recent, critically acclaimed video game with high praise for its dynamic story; and Keith Oatley, professor emeritus of cognitive psychology, author of the novel *The Case of Emily V*, which won the Commonwealth Writers Prize for Best First Novel in 1994, and of the recently published *Such Stuff as Dreams: The Psychology of Fiction*. The titles of their talks were:

Chris Crawford: Twenty Years in the Wilderness: Lessons Learned in Interactive Storytelling

Mary DeMarle: Pushing Boundaries and Redefining Rules: The Dynamics of Storytelling in Games

Keith Oatley: Stories as Simulations in Print Fiction, Movies, and Interactive Media

In addition to paper and poster presentations, ICIDS 2011 featured six pre-conference workshops: (1) Arithmetic Methods in Personality Modeling, (2) Making Interactive Stories Meaningful: Workshop on Story and Character Development Through Theatre Games, (3) Rummaging in the Geek Culture Toolbox, (4) Sharing Interactive Digital Storytelling Technologies, (5) The User Experience of Interactive Digital Storytelling: Theory and Measurement, (6) Towards a Unified Theory for Interactive Digital Storytelling - Classifying Artifacts.

We would like to express our sincere appreciation for the time and effort invested by our authors in preparing their submissions, the diligence of our Program Committee in performing their reviews, the insight and inspiration offered by our invited speakers, and thought and creativity provided by the organizers of our workshops. Special thanks are also due to our sponsors and supporting organizations, and to the ICIDS Steering Committee for granting us the opportunity to host ICIDS 2011. Thank you!

September 2011

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