## **Table of Contents**

Interactive Storytelling Theory

interactive story terms Theory	
Research in Interactive Drama Environments, Role-Play and Story-Telling	1
Ruth Aylett, Sandy Louchart, and Allan Weallans	
Why Paris Needs Hector and Lancelot Needs Mordred: Using Traditional Narrative Roles and Functions for Dramatic Compression in Interactive Narrative	13
Agent-Oriented Methodology for Interactive Storytelling (AOMIS) Yundong Cai, Zhiqi Shen, and Chunyan Miao	25
Back-Leading through Character Status in Interactive Storytelling Jichen Zhu, Kenneth Ingraham, and J. Michael Moshell	31
Rereading in Interactive Stories: Constraints on Agency and Procedural Variation	37
New Authoring Modes	
A Method for Transferring Probabilistic User Models between Environments	43
Being in the Story: Readerly Pleasure, Acting Theory, and Performing a Role	55
Supporting Rereadability through Narrative Play	67
Extensible Tools for Practical Experiments in IDN: The Advanced Stories Authoring and Presentation System	79
Virtual Characters and Agents	
A Knowledge-Based Framework for the Collaborative Improvisation of Scene Introductions	85



A New Approach to Social Behavior Simulation: The Mask Model  Francesco Osborne	91
Perceived or Not Perceived: Film Character Models for Expressive	
NLG	109
Representing Dramatic Features of Stories through an Ontological	10
Model	12
Story Generation and Drama Management	
Adaptive Storytelling and Story Repair in a Dynamic Environment  Richard Paul, Darryl Charles, Michael McNeill, and David McSherry	12
Director Agent Intervention Strategies for Interactive Narrative	14
Environments	14
"I'm Sure I Made the Right Choice!" - Towards an Architecture to Influence Player's Behaviors in Interactive Stories	15
A Computational Model for Finding the Tilt in an Improvised Scene  António Brisson, Brian Magerko, and Ana Paiva	15
Extending CRPGs as an Interactive Storytelling Form	16
Narratives in Digital Games	
Framing Storytelling with Games	17
Socially Optimized Learning in Virtual Environments (SOLVE)  Lynn C. Miller, Stacy Marsella, Teresa Dey, Paul Robert Appleby, John L. Christensen, Jennifer Klatt, and Stephen J. Read	18
Event-Centric Control for Background Agents	19
Multi-user Interactive Drama: A Micro User Drama in Process  Bronwin Patrickson	19

Evaluation and User Experience Reports	
Full Body Gestures Enhancing a Game Book for Interactive Story Telling	207
Hooked! – Evaluating Engagement as Continuation Desire in Interactive Narratives	219
StoryStream: Unrestricted Mobile Exploration of City Neighbourhoods Enriched by the Oral Presentation of User-Generated Stories	231
Exploration of User Reactions to Different Dialog-Based Interaction Styles	243
Tools for Interactive Storytelling	
How Authors Benefit from Linear Logic in the Authoring Process of Interactive Storyworlds	249
Imagining New Design Spaces for Interactive Digital Storytelling Joshua Tanenbaum	261
A Method to Check the Satisfaction of Continuous-Time Constraints by Nonlinear Stories	272
Scaling Mobile Alternate Reality Games with Geo-location  Translation	278
Using Information Visualization to Understand Interactive Narrative:  A Case Study on Façade	284
Posters and Demonstrations	
Adaptive Art – A Shape Language Driven Approach to Communicate Dramaturgy and Mood	290

assimilate: An Interface for Collaborative Narrative Construction	294
Calliope: A Portable Stage for Co-creative Storytelling  Edwina Portocarrero, Ye Wang, and V. Michael Bove	300
Computational Model of Film Editing for Interactive Storytelling Christophe Lino, Mathieu Chollet, Marc Christie, and Remi Ronfard	305
HIP-Storytelling: Hand Interactive Projection for Storytelling  Narciso Melo, Pedro Salgado, Ido Iurgel, and Pedro Branco	309
Interactive Non-Fiction: Towards a New Approach for Storytelling in  Digital Journalism	313
Multi-user Interactive Drama: The Macro View - Three Structural Layers	317
Performatology: A Procedural Acting Approach for Interactive Drama in Cinematic Games	322
Situating Quests: Design Patterns for Quest and Level Design in Role-Playing Games	326
Specification of an Open Architecture for Interactive Storytelling  Nicolas Szilas, Thomas Boggini, Monica Axelrad, Paolo Petta, and Stefan Rank	330
StoryFactory – A Tool for Scripting Machinimas in Unreal Engine 2 and UDK	334
Structuring Narrative Interaction: What We Can Learn from  Heavy Rain  Huaxin Wei	338
Surround Vision – A Hand-Held Screen for Accessing Peripheral Content around a Main Screen	342
The Reading Glove: A Non-linear Adaptive Tangible Narrative Joshua Tanenbaum and Karen Tanenbaum	346
Values Impacting the Design of an Adaptive Educational Storybook Jason B. Alonso, Angela Chang, and Cynthia Breazeal	350

Table of Contents	XIII
Voodoo: A System That Allows Children to Create Animated Stories with Action Figures as Interface	354
Workshop Descriptions	
Arithmetic Methods in Personality Modeling	358
Towards a Unified Theory for Interactive Digital Storytelling – Classifying Artifacts: A Workshop at ICIDS 2011	360
The User Experience of Interactive Digital Storytelling: Theory and Measurement	362
"Making Interactive Stories Meaningful" Workshop on Story and Character Development through Theatre Games	364
Sharing Interactive Digital Storytelling Technologies	366
Rummaging in the Geek Culture Toolbox	368
Author Index	371