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Interactive Storytelling Interactive Storytelling Interactive Digital Narrative Handbook on Interactive Storytelling Research into Design for Communities, Volume 1 Gaming and the Arts of Storytelling Research into Design for a Connected World Computational Analysis of Storylines Gamer Psychology and Behavior Interactive Storytelling Interactive Storytelling Narrative Complexity Artificial Intelligence and the Arts Interactive Storytelling Interactive Storytelling Intelligent Virtual Agents Interactive Storytelling Interactive Storytelling ArtsIT, Interactivity and Game Creation Intelligent Virtual Agents Interactive Storytelling Advances in Visual Informatics Serious Games Virtual, Augmented and Mixed Reality Language Technologies for the Challenges of the Digital Age Design, User Experience, and Usability: Design Discourse Seeing the Past with Computers Interactive Storytelling HCI International 2019 – Late Breaking Papers Videogames and Agency Digital Libraries and Archives Understanding Interactive Digital Narrative Information Systems and Management in Media and Entertainment Industries Looking Forward, Looking Back: Interactive Digital Storytelling and Hybrid Art Approaches The Authoring Problem Intelligent Virtual Agents Interactive Storytelling Internet Science Subjectivity across Media Playable Cities

This book defines an agenda for research in information management and systems for media and entertainment industries. It highlights their particular needs in production, distribution, and consumption. Chapters are written by practitioners and researchers from around the world, who examine business information management and systems in the larger context of media and entertainment industries. Human, management, technological, and content creation aspects are covered in order to provide a unique viewpoint. With great interdisciplinary scope, the book provides a roadmap of research challenges and a structured approach for future development across areas such as social media, eCommerce, and eBusiness. Chapters address the tremendous challenges in organization, leadership, customer behavior, and technology that face the entertainment and media industries every day, including the transformation of the analog media world into its digital counterpart. Professionals or researchers involved with IT systems management, information policies, technology development or content creation will find this book an essential resource. It is also a valuable tool for academics or advanced-level students studying digital media or information systems. This book constitutes the refereed proceedings of the 12th International Conference on Interactive Digital Storytelling, ICIDS 2019, held in Little Cottonwood Canyon, UT, USA, in November 2019. The 14 revised full papers and 10 short papers presented together with 19 posters, 1 demo, and 3 doctoral consortiums were carefully reviewed and selected from 66 submissions. The papers are organized in the following topical sections: Creating the Discipline: Interactive Digital Narrative Studies, Impacting Culture and Society, Interactive Digital Narrative Practices and Applications, Theoretical Foundations, Technologies, Human Factors, Doctoral Consortium, and Demonstrations. Authoring, its tools, processes, and design challenges are key issues for the Interactive Digital Narrative (IDN) research community. The complexity of IDN authoring, often involving stories co-created by procedures and user interaction, creates confusion for tool developers and raises barriers for new authors. This book examines these issues from both the tool designer and the author's perspective, discusses the poetics of IDN and how that can be used to design authoring tools, explores diverse forms of IDN and their demands, and investigates the challenges around conducting research on IDN authoring. To address these challenges, the chapter authors incorporate a range of interdisciplinary perspectives on 'The Authoring Problem' in IDN. While existing texts provide 'how-to' guidance for authors, this book is a primer for research and practice-based investigations into the authoring problem, collecting the latest thoughts about this area from key researchers and practitioners. This book constitutes the refereed post-conference proceedings of the 10th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2021 which was held in December 2021. Due to COVID-19 pandemic the conference was held virtually. The 31 revised full papers presented were carefully selected from 57 submissions. The papers are thematically arranged in the following sections: Media Arts and Virtual Reality; Games; Fusions; Collaboration, Inclusion and Participation; Artificial Intelligence in Art and Culture; Approaches and Applications. This book constitutes the refereed proceedings of the 7th International Conference on Interactive Storytelling, ICIDS 2014, Singapore, Singapore, November 2014. The 20 revised full papers presented together with 8 short papers 7 posters, and 5 demonstration papers were carefully reviewed and selected from 67 submissions. The papers are organized in topical sections on story generation, authoring, evaluation and analysis, theory, retrospectives, and user experience. This

book showcases cutting-edge research papers from the 6th International Conference on Research into Design (ICoRD 2017) – the largest in India in this area – written by eminent researchers from across the world on design process, technologies, methods and tools, and their impact on innovation, for supporting design for communities. While design traditionally focused on the development of products for the individual, the emerging consensus on working towards a more sustainable world demands greater attention to designing for and with communities, so as to promote their sustenance and harmony - within each community and across communities. The special features of the book are the insights into the product and system innovation process, and the host of methods and tools from all major areas of design research for the enhancement of the innovation process. The main benefit of the book for researchers in various areas of design and innovation are access to the latest quality research in this area, with the largest collection of research from India. For practitioners and educators, it is exposure to an empirically validated suite of theories, models, methods and tools that can be taught and practiced for design-led innovation. The contents of this volume will be of use to researchers and professionals working in the areas on industrial design, manufacturing, consumer goods, and industrial management. This year the 21st International Conference on Human-Computer Interaction, HCII 2019, which was held in Orlando, Florida, USA, in July 2019, introduced the additional option of "late-breaking work", which applied both for papers and posters with the corresponding volumes of the proceedings. The 47 late-breaking papers included in this volume were published after the conference has taken place. They were organized in the following topical sections: user experience design and evaluation; information, visualization, and decision making; virtual and augmented reality; learning and games; human and task models in HCI; and design and user experience case studies. This book constitutes the refereed proceedings of the 14th International Conference on Interactive Digital Storytelling, ICIDS 2021, held in Tallinn, Estonia, in December 2021. The 18 full papers and 17 short papers, presented together with 17 posters and demos, were carefully reviewed and selected from 99 submissions. The papers are categorized into the following topical sub-headings: Narrative Systems; Interactive Narrative Theory; Interactive Narrative Impact and Application; and the Interactive Narrative Research Discipline and Contemporary Practice. The three-volume set LNCS 9186, 9187, and 9188 constitutes the proceedings of the 4th International Conference on Design, User Experience, and Usability, DUXU 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA, in August 2015, jointly with 13 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 61 papers included in this volume are organized in topical sections on design thinking, user experience design and usability methods and tools, DUXU management and practice, emotional and persuasion design, and storytelling, narrative and fiction in DUXU. Recent developments in computer technology are providing historians with new ways to see—and seek to hear, touch, or smell—traces of the past. Place-based augmented reality applications are an increasingly common feature at heritage sites and museums, allowing historians to create immersive, multifaceted learning experiences. Now that computer vision can be directed at the past, research involving thousands of images can recreate lost or destroyed objects or environments, and discern patterns in vast datasets that could not be perceived by the naked eye. Seeing the Past with Computers is a collection of twelve thought-pieces on the current and potential uses of augmented reality and computer vision in historical research, teaching, and presentation. The experts gathered here reflect upon their experiences working with new technologies, share their ideas for best practices, and assess the implications of—and imagine future possibilities for—new methods of historical study. Among the experimental topics they explore are the use of augmented reality that empowers students to challenge the presentation of historical material in their textbooks; the application of seeing computers to unlock unusual cultural knowledge, such as the secrets of vaudevillian stage magic; hacking facial recognition technology to reveal victims of racism in a century-old Australian archive; and rebuilding the soundscape of an Iron Age village with aural augmented reality. This volume is a valuable resource for scholars and students of history and the digital humanities more broadly. It will inspire them to apply innovative methods to open new paths for conducting and sharing their own research. This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, held in Dublin, Ireland, in December 2018. The 20 revised full papers and 16 short papers presented together with 17 posters, 11 demos, and 4 workshops were carefully reviewed and selected from 56, respectively 29, submissions. The papers are organized in the following topical sections: the future of the discipline; theory and analysis; practices and games; virtual reality; theater and performance; generative and assistive tools and techniques; development and analysis of authoring tools; and impact in culture and society. This book constitutes the refereed proceedings of the 13th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2021, held virtually as part of the 23rd HCI International Conference, HCII 2021, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The 47 papers included in this volume were organized in topical sections as follows: designing and evaluating VAMR environments; multimodal and natural interaction in VAMR; head-mounted displays and VR glasses; VAMR applications in design, the industry and the military; and VAMR in learning and culture. This book constitutes the refereed proceedings of the 6th International Conference on Interactive Storytelling, ICIDS 2013, Istanbul, Turkey, November 2013. The 14 revised full papers presented together with 10 short papers were carefully reviewed and selected from 51 submissions. The papers are organized in topical sections on theory and aesthetics; authoring tools and applications; evaluation and user

experience reports; virtual characters and agents; new storytelling modes; workshops. This book constitutes the refereed proceedings of the 8th International Conference on Interactive Digital Storytelling, ICIDS 2015, held in Copenhagen, Denmark, in November/December 2015. The 18 revised full papers and 13 short papers presented together with 9 posters, 9 workshop descriptions, and 3 demonstration papers were carefully reviewed and selected from 80 submissions. The papers are organized in topical sections on theoretical and design foundations, technical advances, analyses and evaluation systems, and current and future usage scenarios and applications. The variety in contemporary philosophical and aesthetic thinking as well as in scientific and experimental research on complexity has not yet been fully adopted by narratology. By integrating cutting-edge approaches, this volume takes a step toward filling this gap and establishing interdisciplinary narrative research on complexity. Narrative Complexity provides a framework for a more complex and nuanced study of narrative and explores the experience of narrative complexity in terms of cognitive processing, affect, and mind and body engagement. Bringing together leading international scholars from a range of disciplines, this volume combines analytical effort and conceptual insight in order to relate more effectively our theories of narrative representation and complexities of intelligent behavior. This collection engages important questions on how narrative complexity functions as an agent of cultural evolution, how our understanding of narrative complexity can be extended in light of new research in the social sciences and humanities, how interactive media produce new types of narrative complexity, and how the role of embodiment as a factor of narrative complexity acquires prominence in cognitive science and media studies. The contributors explore narrative complexity transmitted through various semiotic channels, embedded in multiple contexts, and experienced across different media, including film, comics, music, interactive apps, audiowalks, and ambient literature. This volume collects documentation of the 2017 International Conference on Interactive Digital Storytelling Art Exhibition and new scholarly texts from the artists involved. The work traces themes of Time & Tempo across Digital Poetics and Literature, Digital Heritage, and Urban Space and Politics. This book showcases cutting-edge research papers from the 7th International Conference on Research into Design (ICoRD 2019) – the largest in India in this area – written by eminent researchers from across the world on design processes, technologies, methods and tools, and their impact on innovation, for supporting design for a connected world. The theme of ICoRD'19 has been “Design for a Connected World”. While Design traditionally focused on developing products that worked on their own, an emerging trend is to have products with a smart layer that makes them context aware and responsive, individually and collectively, through collaboration with other physical and digital objects with which these are connected. The papers in this volume explore these themes, and their key focus is connectivity: how do products and their development change in a connected world? The volume will be of interest to researchers, professionals and entrepreneurs working in the areas on industrial design, manufacturing, consumer goods, and industrial management who are interested in the use of emerging technologies such as IOT, IIOT, Digital Twins, I4.0 etc. as well as new and emerging methods and tools to design new products, systems and services. This book constitutes the refereed proceedings of the Fourth International Conference on Advances in Visual Informatics, IVIC 2015, held in Bangi, Malaysia, in November 2015. The five keynotes and 45 papers presented were carefully reviewed and selected from 82 initial submissions. The papers are organized in four tracks on visualization and big data; machine learning and computer vision; computer graphics; as well as virtual reality. This remarkably clearly written and timely critical evaluation of core issues in the study and application of interactive digital narrative (IDN) untangles the range of theories and arguments that have developed around IDN over the past three decades. Looking back over the past 30 years of theorizing around interactivity, storytelling, and the digital across the fields of game design/game studies, media studies, and narratology, as well as interactive documentary and other emerging forms, this text offers important and insightful correctives to common misunderstandings that pervade the field. This book also changes the perspective on IDN by introducing a comprehensive conceptual framework influenced by cybernetics and cognitive narratology, addressing limitations of perspectives originally developed for legacy media forms. Applying its framework, the book analyzes successful works and lays out concrete design advice, providing instructors, students, and practitioners with a more precise and specific understanding of IDN. This will be essential reading for courses in interactive narrative, interactive storytelling, and game writing, as well as digital media more generally. This book examines the notion of storytelling in videogames. This topic allows new perspectives on the enduring problem of narrative in digital games, while also opening up different avenues of inquiry. The collection looks at storytelling in games from many perspectives. Topics include the remediation of Conrad's Heart of Darkness in games such as Spec Ops: The Line; the storytelling similarities in Twin Peaks and Deadly Premonition, a new concept of 'choice poetics'; the esthetics of Alien films and games, and a new theoretical overview of early game studies on narrative Emotions, creativity, aesthetics, artistic behavior, divergent thoughts, and curiosity are both fundamental to the human experience and instrumental in the development of human-centered artificial intelligence systems that can relate, communicate, and understand human motivations, desires, and needs. In this book the editors put forward two core propositions: creative artistic behavior is one of the key challenges of artificial intelligence research, and computer-assisted creativity and human-centered artificial intelligence systems are the driving forces for research in this area. The invited chapters examine computational creativity and more specifically systems that exhibit artistic behavior or can improve humans' creative and artistic abilities. The authors synthesize and reflect on current trends, identify core challenges and opportunities, and present novel contributions and applications in domains such as the visual arts, music, 3D environments, and games. The book will be valuable for researchers, creatives, and others engaged with the relationship between artificial intelligence and the arts. This book provides an introduction and overview of the increasingly important topic of gamer psychology and behavior by presenting a range of theoretic perspectives and empirical evidence casting new light on understanding gamer behavior and designing interactive gaming experiences that maximize fun. This book aims to provide a snapshot on research

approaches/advances in player psychology and behavior, discuss issues, solutions, challenges, and needs for player behavior research, and report gameplay experience and lessons as well as industry case studies from both social sciences and engineering perspectives. The nine chapters in this book, which are divided into three sections: Neuro-Psychology and Gaming; Player Behavior and Gameplay; Player Psychology and Motivations, do not represent all the topics in the psychology of gaming, however, they include a variety of topics in this field: the effects of violent video games on cognitive processes, the reward systems in the human brain and the concept of 'fun', goal-directed player behavior and game choices, psychological player profiling techniques, game design requirements and player psychology, motivational gamer profiles, and many more. This book is suitable for students and professionals with different disciplinary backgrounds such as computer science, design, software engineering, psychology, interactive media, and information systems. Students will be interested in the theory of gamer psychology and its impact on game design. Professionals will be interested in the fundamentals of gamer behavior and how interactive virtual environments can improve user experience. The book is concerned with narrative in digital media that changes according to user input—Interactive Digital Narrative (IDN). It provides a broad overview of current issues and future directions in this multi-disciplinary field that includes humanities-based and computational perspectives. It assembles the voices of leading researchers and practitioners like Janet Murray, Marie-Laure Ryan, Scott Rettberg and Martin Rieser. In three sections, it covers history, theoretical perspectives and varieties of practice including narrative game design, with a special focus on changes in the power relationship between audience and author enabled by interactivity. After discussing the historical development of diverse forms, the book presents theoretical standpoints including a semiotic perspective, a proposal for a specific theoretical framework and an inquiry into the role of artificial intelligence. Finally, it analyses varieties of current practice from digital poetry to location-based applications, artistic experiments and expanded remakes of older narrative game titles. This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, held in Dublin, Ireland, in December 2018. The 20 revised full papers and 16 short papers presented together with 17 posters, 11 demos, and 4 workshops were carefully reviewed and selected from 56, respectively 29, submissions. The papers are organized in the following topical sections: the future of the discipline; theory and analysis; practices and games; virtual reality; theater and performance; generative and assistive tools and techniques; development and analysis of authoring tools; and impact in culture and society. This book constitutes the proceedings of the 15th International Conference on Intelligent Virtual Agents, IVA 2015, held in Delft, The Netherlands, in August 2015. The 11 full papers, 22 short papers, and 21 demo and poster papers accepted were carefully reviewed and selected from 70 submissions. Constructing and studying intelligent virtual agents requires knowledge, theories, methods, and tools from a wide range of fields such as computer science, psychology, cognitive sciences, communication, linguistics, interactive media, human-computer interaction, and artificial intelligence. The papers are organized in topical sections such as adaptive dialogue and user modeling; cognitive, affective and social models; nonverbal behavior and gestures; pedagogical agents in health and training; tools and frameworks; turn-taking; virtual agent perception studies. This book constitutes the proceedings of the Third Joint International Conference on Serious Games, JCSG 2017, held in Valencia, Spain, in November 2017. This conference bundles the activities of the 8th International Conference on Serious Games Development and Applications, SGDA 2017, and the 7th Conference on Serious Games, GameDays 2017. The total of 23 full papers, 3 short papers, and 4 poster papers was carefully reviewed and selected from 44 submissions. The topics covered by the conference offered participants a valuable platform to discuss and learn about the latest developments, technologies and possibilities in the development and use of serious games with a special focus on how different fields can be combined to achieve the best possible results.

HANDBOOK ON INTERACTIVE STORYTELLING Discover the latest research on crafting compelling narratives in interactive entertainment Electronic games are no longer considered “mere fluff” alongside the “real” forms of entertainment, like film, music, and television. Instead, many games have evolved into an art form in their own right, including carefully constructed stories and engaging narratives enjoyed by millions of people around the world. In Handbook on Interactive Storytelling, readers will find a comprehensive discussion of the latest research covering the creation of interactive narratives that allow users to experience a dramatically compelling story that responds directly to their actions and choices. Systematically organized, with extensive bibliographies and academic exercises included in each chapter, the book offers readers new perspectives on existing research and fresh avenues ripe for further study. In-depth case studies explore the challenges involved in crafting a narrative that comprises one of the main features of the gaming experience, regardless of the technical aspects of a game’s production. Readers will also enjoy: A thorough introduction to interactive storytelling, including discussions of narrative, plot, story, interaction, and a history of the phenomenon, from improvisational theory to role-playing games A rigorous discussion of the background of storytelling, from Aristotle’s Poetics to Joseph Campbell and the hero’s journey Compelling explorations of different perspectives in the interactive storytelling space, including different platforms, designers, and interactors, as well as an explanation of storyworlds Perfect for game designers, developers, game and narrative researchers, academics, undergraduate and graduate students studying storytelling, game design, gamification, and multimedia systems, Handbook on Interactive Storytelling is an indispensable resource for anyone interested in the deployment of compelling narratives in an interactive context. This book constitutes the thoroughly refereed proceedings of the 13th Italian Research Conference on Digital Libraries, IRCDL 2017, held in Modena, Italy, in January 2017. The 15 papers presented were carefully selected from 25 submissions. The papers cover the following topics: bibliometrics and education; multimedia; data management and presentation; cultural heritage; applications. This book constitutes the refereed proceedings of the 13th International Conference on Interactive Digital Storytelling, ICIDS 2020, held in Bournemouth, UK, in November 2020. The 15 full papers and 8 short papers presented together with 5 posters, were carefully reviewed and selected

from 70 submissions. The conference offers topics in game narrative and interactive storytelling, including the theoretical, technological, and applied design practices, narrative systems, storytelling technology, and humanities-inspired theoretical inquiry, empirical research and artistic expression. This book constitutes the proceedings of the 17th International Conference on Intelligent Virtual Agents, IVA 2017, held in Stockholm, Sweden, in August 2017. The 30 regular papers and 31 demo papers presented in this volume were carefully reviewed and selected from 78 submissions. The annual IVA conference represents the main interdisciplinary scientific forum for presenting research on modeling, developing, and evaluating intelligent virtual agents (IVAs) with a focus on communicative abilities and social behavior. This open access volume constitutes the refereed proceedings of the 27th biennial conference of the German Society for Computational Linguistics and Language Technology, GSCL 2017, held in Berlin, Germany, in September 2017, which focused on language technologies for the digital age. The 16 full papers and 10 short papers included in the proceedings were carefully selected from 36 submissions. Topics covered include text processing of the German language, online media and online content, semantics and reasoning, sentiment analysis, and semantic web description languages. Videogames and Agency explores the trend in videogames and their marketing to offer a player higher volumes, or even more distinct kinds, of player freedom. The book offers a new conceptual framework that helps us understand how this freedom to act is discussed by designers, and how that in turn reflects in their design principles. What can we learn from existing theories around agency? How do paratextual materials reflect design intention with regards to what the player can and cannot do in a videogame? How does game design shape the possibility space for player action? Through these questions and selected case studies that include AAA and independent games alike, the book presents a unique approach to studying agency that combines game design, game studies, and game developer discourse. By doing so, the book examines what discourses around player action, as well as a game's design can reveal about the nature of agency and videogame aesthetics. This book will appeal to readers specifically interested in videogames, such as game studies scholars or game designers, but also to media studies students and media and screen studies scholars less familiar with digital games. The Open Access version of this book, available at <http://www.taylorfrancis.com>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license. This book addresses the topic of playable cities, which use the 'smartness' of digital cities to offer their citizens playful events and activities. The contributions presented here examine various aspects of playable cities, including developments in pervasive and urban games, the use of urban data to design games and playful applications, architecture design and playability, and mischief and humor in playable cities. The smartness of digital cities can be found in the sensors and actuators that are embedded in their environment. This smartness allows them to monitor, anticipate and support our activities and increases the efficiency of the cities and our activities. These urban smart technologies can offer citizens playful interactions with streets, buildings, street furniture, traffic, public art and entertainment, large public displays and public events. This book constitutes the refereed post-conference proceedings of 4 workshops, held at the 5th International Conference on Internet Science, St. Petersburg, Russia, in October 2018: Workshop 1 : Detecting Social Problems in Online Content, Workshop 2: CONVERSATIONS, Workshop 3: The Future of Decentralized Governance: A Workshop on Encryption, Blockchains, and Personal Data, and Workshop 4: Internet as an issue: An international workshop on government and media narratives. The 20 full papers presented together with 4 short papers were carefully reviewed and selected from 38 submissions. The contributions of the Workshop 1: Detecting Social Problems in Online Content has united Russian scholars who work upon Russian-language datasets. Workshop 2: CONVERSATIONS: An international workshop on chatbot research and design regularly discusses the novel issues in their research and production area. Workshop 3: The Future of Decentralized Governance: A Workshop on Encryption, Blockchains, and Personal Data. At this workshop scholars and industry representatives from France, the Netherlands, the UK, and Russia have discussed distributed governance technologies based on blockchain and other privacy-protecting technologies. Workshop 4: Internet as an issue: An international workshop on government and media narratives took a rare approach and regarded Internet as a focus for public discussion. This book constitutes the refereed proceedings of the 6th International Conference on Interactive Storytelling, ICIDS 2013, Istanbul, Turkey, November 2013. The 14 revised full papers presented together with 10 short papers were carefully reviewed and selected from 51 submissions. The papers are organized in topical sections on theory and aesthetics; authoring tools and applications; evaluation and user experience reports; virtual characters and agents; new storytelling modes; workshops. A review of recent computational (deep learning) approaches to understanding news and nonfiction stories. Media in general and narrative media in particular have the potential to represent not only a variety of both possible and actual worlds but also the perception and consciousness of characters in these worlds. Hence, media can be understood as "qualia machines," as technologies that allow for the production of subjective experiences within the affordances and limitations posed by the conventions of their specific mediality. This edited collection examines the transmedial as well as the medium-specific strategies employed by the verbal representations characteristic for literary texts, the verbal-pictorial representations characteristic for comics, the audiovisual representations characteristic for films, and the interactive representations characteristic for video games. Combining theoretical perspectives from analytic philosophy, cognitive theory, and narratology with approaches from phenomenology, psychosemiotics, and social semiotics, the contributions collected in this volume provide a state-of-the-art map of current research on a wide variety of ways in which subjectivity can be represented across conventionally distinct media. This book constitutes the proceedings of the 14th International Conference on Intelligent Virtual Agents, IVA 2014, held in Boston, MA, USA, in August 2014. The 14 full and 24 short papers presented were carefully reviewed and selected from 78 submissions. In addition, the volume includes 25 demo and poster papers which were on display during the conference. The papers cover many aspects of intelligent virtual agent theory and application with a special focus on their use in healthcare. This book constitutes the refereed proceedings of the

9th International Conference on Interactive Digital Storytelling, ICIDS 2016, held in Los Angeles, CA, USA, in November 2016. The 26 revised full papers and 8 short papers presented together with 9 posters, 4 workshop, and 3 demonstration papers were carefully reviewed and selected from 88 submissions. The papers are organized in topical sections on analyses and evaluation systems; brave new ideas; intelligent narrative technologies; theoretical foundations; and usage scenarios and applications.

- [Interactive Storytelling](#)
- [Interactive Storytelling](#)
- [Interactive Digital Narrative](#)
- [Handbook On Interactive Storytelling](#)
- [Research Into Design For Communities Volume 1](#)
- [Gaming And The Arts Of Storytelling](#)
- [Research Into Design For A Connected World](#)
- [Computational Analysis Of Storylines](#)
- [Gamer Psychology And Behavior](#)
- [Interactive Storytelling](#)
- [Interactive Storytelling](#)
- [Narrative Complexity](#)
- [Artificial Intelligence And The Arts](#)
- [Interactive Storytelling](#)
- [Interactive Storytelling](#)
- [Intelligent Virtual Agents](#)
- [Interactive Storytelling](#)
- [Interactive Storytelling](#)
- [ArtsIT Interactivity And Game Creation](#)
- [Intelligent Virtual Agents](#)
- [Interactive Storytelling](#)
- [Advances In Visual Informatics](#)
- [Serious Games](#)
- [Virtual Augmented And Mixed Reality](#)
- [Language Technologies For The Challenges Of The Digital Age](#)
- [Design User Experience And Usability Design Discourse](#)
- [Seeing The Past With Computers](#)
- [Interactive Storytelling](#)
- [Videogames And Agency](#)
- [Digital Libraries And Archives](#)
- [Understanding Interactive Digital Narrative](#)
- [Information Systems And Management In Media And Entertainment Industries](#)
- [Looking Forward Looking Back Interactive Digital Storytelling And Hybrid Art Approaches](#)
- [The Authoring Problem](#)
- [Intelligent Virtual Agents](#)
- [Interactive Storytelling](#)

- [Internet Science](#)
- [Subjectivity Across Media](#)
- [Playable Cities](#)