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Technologies for Interactive Digital Storytelling and Entertainment

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Proceedings



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Volume Editors

Stefan Göbel
Anja Hoffmann
Ido Iurgel
Oliver Schneider
Johanna Dechau
Axel Feix
ZGDV e.V. - Computer Graphics Center
Digital Storytelling Department
Fraunhoferstr. 5, 64283 Darmstadt, Germany
E-mail: {Stefan.Goebel,Anja.Hoffmann,
Ido.Iurgel,Oliver.Schneider,
Johanna.Dechau,Axel.Feix}@zgdv.de

Ulrike Spierling
FH Erfurt, University of Applied Sciences
Department of Architecture
Altonaer Str. 25, 99085 Erfurt, Germany
E-mail: spierling@fh-erfurt.de

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Preface

Interactive Digital Storytelling has evolved as a prospering research topic banding together formerly disjointed disciplines stemming from the arts and humanities as well as computer science. It's tied up with the notion of storytelling as an effective means for the communication of knowledge and social values since the existence of humankind. It also builds a bridge between current academic trends investigating and formalizing computer games, and developments towards the experience-based design of human-media interaction in general.

In Darmstadt, a first national workshop on Digital Storytelling was organized by ZGDV e.V. in 2000, which at that time gave an impression about the breadth of this new research field for computer graphics (DISTEL 2000). An international follow-up was planned: the 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2003). Taking place in March 2003, it showed a more focussed range of research specifically on concepts and first prototypes for automated storytelling and autonomous characters, including modelling of emotions and the user experience.

At TIDSE 2004, an established and still-growing community of researchers gathered together to exchange results and visions. This confirms the construction of a series of European conferences on the topic – together with the International Conference on Virtual Storytelling, ICVS (conducted in 2001 and 2003 in France) – which will be further cultivated.

The TIDSE 2004 conference program provided traditional scientific talks, but also demonstrations and interactive exhibitions of computer arts. Further on, there were special tracks on Virtual Human Design (kick-off of an international network on Virtual Human Design) and Knowledge Media Design (KMD). These tracks were arranged in cooperation with the project consortium of the national R&D project “Virtual Human” (www.virtual-human.org) and the KMD Forum centered at ZGDV Darmstadt (www.kmd-forum.de) and emphasized by invited talks by Norman I. Badler, a specialist in the field of computer graphics and information science, and Ronald M. Baecker, one of the pioneers in the field of Knowledge Media Design.

Scientific Contributions

The wide range of questions, ideas, concepts and applications discussed in the contributions of this volume reflect the vitality and engagement of the storytelling community and its neighboring disciplines. The current research situation into Interactive Digital Storytelling demands interdisciplinary cooperation and mutual stimulation, since, in this emerging field, both technologies on the one hand, and new storytelling concepts and ideas for applications on the other hand, are evolving simultaneously. This accounts for the fact that some contributions address purely technological questions, whereas others present fundamental philosophical concepts. However, most authors search for a middle way that comprises both new technological and conceptual ideas.

Demos and Exhibitions

Designing and producing engaging and attractive Interactive Digital Storytelling applications requires more than the technology-driven approach. Moreover, a broad bandwidth of disciplines is involved. Artists and designers are entering the field of Interactive Digital Storytelling with an experimental and art-driven view. The exhibition was planned to encourage the interdisciplinary dialogue and open a space for approaching the fusion of art and technology in Interactive Digital Storytelling. On a more applied level, product and project demonstrations presented an overview on state-of-the-art Interactive Digital Storytelling applications.

Darmstadt, June 2004

Stefan Göbel
Ulrike Spierling
Anja Hoffmann
Ido Iurgel
Oliver Schneider
Johanna Dechau
Axel Feix

Acknowledgement and Sponsoring Institutions

The international conference series on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE) was initiated by the Digital Storytelling group at ZGDV Darmstadt. Analogous to DISTEL 2000 and TIDSE 2003, the organization of TIDSE 2004 remained in the hands of that group.

However, TIDSE 2004 only came about thanks to the financial, moral and pragmatic support of various institutions: ZGDV Darmstadt e.V. hosted and sponsored the conference. The Foundation INI-GraphicsNet provided financial support for invited speakers. The Forum for Knowledge Media Design (KMD Forum) and the Virtual Human project (funded by the German Federal Ministry of Education and Research) supported the special conference topics on Virtual Human and Knowledge Media Design. ProRegio Darmstadt, as the local society for tourism marketing, and Cybernarium, the edutainment center for virtual worlds, supported the social events. Special thanks go to Hewlett-Packard and the Senckenberg Museum in Frankfurt for supporting the exhibition with appropriate hardware and a dinoskeleton prototype. Further moral support for the exhibition was provided by the European Commission in the context of the art-E-fact project. Finally we had the pleasure to welcome NVIDIA Corporation, which offered a prize for best paper. The HeyWall featured by NVIDIA Quadro FX delivered by PNY Technologies GmbH provided a great platform for high-end computer graphics presentations.

We really thank all of them for offering the opportunity to organize TIDSE 2004 in a way that provided a diversified scientific and social program. Especially we thank all members of the Scientific Board, and the Program and Exhibition Committees for their great job in defining the conference topics and reviewing the large number of submitted papers.

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Table of Contents

Keynote Speech

Embodied Agents and Meaningful Motion	1
<i>Norman I. Badler</i>	

Interactive Storytelling

Natural Language Understanding in Façade: Surface-Text Processing	3
<i>Michael Mateas, Andrew Stern</i>	

Stepping into the Interactive Drama	14
<i>Nicolas Szilas</i>	

From Another Point of View: Art-E-Fact	26
<i>Ido Iurgel</i>	

1, 2, 3 Action! Directing Real Actors and Virtual Characters	36
<i>Isabel Machado, Paul Brna, Ana Paiva</i>	

Object Oriented Prompted Play (O2P2): A Pragmatic Approach to Interactive Narrative	42
<i>Daniel Roberts, Mark Wright</i>	

Transferring Game Mastering Laws to Interactive Digital Storytelling	48
<i>Federico Peinado, Pablo Gervás</i>	

Narrativity of User Experience: Presence as Transportation in IVE Based Narrative Systems	55
<i>Shachindra Nath</i>	

Integrated Decision Points for Interactive Movies	61
<i>Gabriela Tully, Susan Turner</i>	

Virtual Human

Autonomous Virtual Actors	68
<i>Stéphane Sanchez, Olivier Balet, Hervé Luga, Yves Duthen</i>	

Virtual Human: Storytelling and Computer Graphics for a Virtual Human Platform	79
<i>Stefan Göbel, Oliver Schneider, Ido Iurgel, Axel Feix, Christian Knöpfle, Alexander Rettig</i>	

Evaluation of a Virtual Narrator’s Expressiveness in Terms
of Suspense Signaling 89
Norbert Braun, Thomas Rieger

Emotional Characters for Automatic Plot Creation 95
*Mariët Theune, Sander Rensen, Rieks op den Akker, Dirk Heylen,
Anton Nijholt*

Authoring

Writing Interactive Fiction Scenarii with DraMachina 101
Stéphane Donikian, Jean-Noël Portugal

A Toolkit for Authoring Non-linear Storytelling Environments
Using Mixed Reality 113
Daniel F. Abawi, Silvan Reinhold, Ralf Dörner

Learning from the Movie Industry: Adapting Production Processes
for Storytelling in VR 119
Richard Wages, Benno Grützmacher, Stefan Conrad

A System to Compose Movies for Cross-Cultural Storytelling:
Textable Movie 126
Catherine Vaucelle, Glorianna Davenport

Mobile

Hopstory: An Interactive, Location-Based Narrative Distributed
in Space and Time 132
Valentina Nisi, Alison Wood, Glorianna Davenport, Ian Oakley

Mobile Entertainment Computing 142
Christian Geiger, Volker Paelke, Christian Reimann

Learning

StoryNet: An Educational Game for Social Skills 148
Leonie Schäfer, Agnes Stauber, Bozana Bokan

Inner Earth: Towards Interaction Patterns 158
*Peter Stephenson, Keiko Satoh, Audrey Klos, Diane Kinloch,
Emily Taylor, Cindy Chambers*

Media Art Environment Geist: Integrating Traditional Painting
into 3D AR Storytelling Scenario 164
Oliver Schneider, Stefan Göbel, Christian Meyer zu Ermgassen

Conceptual Models for Interactive Digital Storytelling
in Knowledge Media Applications 171
Ulrike Spieling

Experience the Antique Olympics! An Interactive Educational Narrative	177
<i>Anja Hoffmann, Birgit Riemenschneider</i>	

Theory

Narrative, Game Play, and Alternative Time Structures for Virtual Environments	183
<i>Craig A. Lindley</i>	

Applications

Telling Stories with Dialogue Boxes to Retrieve Documents	195
<i>Daniel Gonçalves, Joaquim Jorge</i>	
<i>Mediapark</i> : Presenting the Media Docks Luebeck with the Digital Storytelling System <i>Jeherazade</i>	207
<i>Peter Hoffmann, Tim Eggert, Lia Hadley, Michael Herczeg</i>	
Scene-Driver: An Interactive Narrative Environment Using Content from an Animated Children's Television Series	213
<i>Annika Wolff, Paul Mulholland, Zdenek Zdrahal, Richard Joiner</i>	

Gaming

On Distributing Interactive Storytelling: Issues of Event Synchronization and a Solution	219
<i>Stefano Ferretti, Marco Rocchetti, Stefano Cacciaguerra</i>	
Interaction and Expressivity in Video Games: Harnessing the Rhetoric of Film	232
<i>Laurent Cozic, Stephen Boyd Davis, Huw Jones</i>	
Exploring Narratives for Physical Play: A Pop-Up Guide to an Interactive Playground	240
<i>Kyle Kilbourn, Larisa Sitorus, Ken Zupan, Johnny Hey, Aurimas Gauziskas, Marcelle Stiensta, Martin Andresen</i>	

Demos and Exhibitions

Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives	246
<i>Tamiko Thiel</i>	
Poetics of Voicemail: The Tree-Structured Narrative of <i>BirthData</i>	252
<i>Marlena Corcoran</i>	

Libro Vision: Gesture-Controlled Virtual Book	258
<i>Horst Hörtnner, Pascal Maresch, Robert Praxmarer, Christian Naglhofer</i>	
DinoHunter: Platform for Mobile Edutainment Applications in Museums	264
<i>Axel Feix, Stefan Göbel, Rene Zumack</i>	
An Example for Location Sensitive Media Integration: Re-discovering the Place Itself as a Medium by Adding Technology	270
<i>Jens Geelhaar, Lars Wieneke, Peter Mende, Jens Wille</i>	
Monotony: An Experimental Interactive Narrative	277
<i>Deneva Goins, Janine Huizinga</i>	
The Fabulous Adventures of MC Walker: Conceptual Videogame	284
<i>Maarten Devillé, Hugues Huygens, Vincent Regent</i>	
Janus – Keeper of the Gate to the Otherworld	290
<i>Finula Biermann, Hugo Binder</i>	
Oral Tradition versus Digital Storytelling: On Educational Effects of Middle European Folk Tales and Their Value for Digital Storytelling	293
<i>Harald Kibbat</i>	
Antiziganism and Persecution of the Sinti and Roma from the Late Middle Ages to the 20th Century	297
<i>Josef Behringer, Udo Engbring-Romang, Stefan Göbel</i>	
Author Index	303