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Gérard Subsol (Ed.)

Virtual Storytelling

Using Virtual Reality Technologies
for Storytelling

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Strasbourg, France, November 30 – December 2, 2005
Proceedings



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Preface

The 1st International Conference on Virtual Storytelling took place on September 27–28, 2001, in Avignon (France) in the prestigious Popes' Palace. Despite the tragic events of September 11 that led to some last-minute cancellations, nearly 100 people from 14 different countries attended the 4 invited lectures given by international experts, the 13 scientific talks and the 6 scientific demonstrations.

Virtual Storytelling 2003 was held on November 20–21, 2003, in Toulouse (France) in the Modern and Contemporary Art Museum “Les Abattoirs.” One hundred people from 17 different countries attended the conference composed of 3 invited lectures, 16 scientific talks and 11 posters/demonstrations.

Since autumn 2003, there has been strong collaboration between the two major virtual/digital storytelling conference series in Europe: Virtual Storytelling and TIDSE (Technologies for Interactive Digital Storytelling and Entertainment). Thus the conference chairs of TIDSE and Virtual Storytelling decided to establish a 2 year turnover for both conferences and to join the respective organizers in the committees.

For the third edition of Virtual Storytelling, the Organization Committee chose to extend the conference to 3 days so that more research work and applications could be presented, to renew the Scientific and Application Board, to open the conference to new research or artistic communities, and to call for the submission of full papers and no longer only abstracts so as to make a higher-level selection.

We hope that all the objectives were met: Virtual Storytelling 2005 comprised 4 invited lectures, 21 scientific talks and 9 posters/demonstrations. Moreover, Virtual Storytelling 2005 was organized within the framework of the Virtual Reality Week of Strasbourg that also combines the Annual Workshop of AFIG, the French Association of Computer Graphics and the 2nd France-Asia Workshop in Virtual Reality. The conjunction of all these scientific meetings and the close collaboration at a European level with the DAPPPLÉ (Drama and Performance in Pleasurable Personal Learning Environments) research network, the TIDSE conference organizers and the INSCAPE Integrated Project made Virtual Storytelling 2005 a key high-level scientific and artistic event in 2005.

Strasbourg, November 2005

G rard Subsol

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Table of Contents

Virtual Reality Technologies

Virtual Reality Technology and Museum Exhibit <i>Michitaka Hirose</i>	3
A Context-Based Storytelling with a Responsive Multimedia System (RMS) <i>Youngho Lee, Sejin Oh, Woontack Woo</i>	12
FELIX 3D Display: Human-Machine Interface for Interactive Real Three-Dimensional Imaging <i>Knut Langhans, Klaas Oltmann, Sebastian Reil, Lars Goldberg, Hannes Hatecke</i>	22
Proposing Daily Visual Feedback as an Aide to Reach Personal Goals <i>Ana C. Andrés del Valle, Agata Opalach</i>	32
Sound Navigation in PHASE Installation: Producing Music as Performing a Game Using Haptic Feedback <i>Roland Cahen, Xavier Rodet, Jean-Philippe Lambert</i>	41

Virtual Characters

Action Planning for Virtual Human Performances <i>Markus Löckelt</i>	53
An Emotional Architecture for Virtual Characters <i>Ricardo Imbert, Angélica de Antonio</i>	63
Generating Verbal and Nonverbal Utterances for Virtual Characters <i>Benjamin Kempe, Norbert Pflieger, Markus Löckelt</i>	73
Scenejo – An Interactive Storytelling Platform <i>Sebastian Weiss, Wolfgang Müller, Ulrike Spierling, Florian Steimle</i>	77

Drama and Emotion

Did It Make You Cry? Creating Dramatic Agency in Immersive Environments <i>Janet Murray</i>	83
Formal Encoding of Drama Ontology <i>Rossana Damiano, Vincenzo Lombardo, Antonio Pizzo</i>	95
Emotional Spectrum Developed by Virtual Storytelling <i>Nelson Zagalo, Ana Torres, Vasco Branco</i>	105
The Control of Agents' Expressivity in Interactive Drama <i>Nicolas Szilas, Maurizio Mancini</i>	115
Agency and the "Emotion Machine" <i>Josephine Anstey</i>	125
Environment Expression: Telling Stories Through Cameras, Lights and Music <i>Celso de Melo, Ana Paiva</i>	129

Interactive Digital Storytelling

Toward Interactive Narrative <i>Ken Perlin</i>	135
Managing a Non-linear Scenario – A Narrative Evolution <i>Sandy Louchart, Ruth Aylett</i>	148
Motif Definition and Classification to Structure Non-linear Plots and to Control the Narrative Flow in Interactive Dramas <i>Knut Hartmann, Sandra Hartmann, Matthias Feustel</i>	158
INSCAPE: Storymodels for Interactive Storytelling and Edutainment Applications <i>Stefan Göbel, Felicitas Becker, Axel Feix</i>	168
Meta-Data for Interactive Storytelling <i>Norbert Reithinger, Elsa Pecourt, Mina Nikolova</i>	172

New Ways of Narrative

Embodied Reporting Agents as an Approach to Creating Narratives from Live Virtual Worlds <i>Ella Tallyn, Boriana Koleva, Brian Logan, Dan Fielding, Steve Benford, Giulia Gelmini, Neil Madden</i>	179
Telling Stories Knowing Nothing: Tackling the Lack of Common Sense Knowledge in Story Generation Systems <i>Hans-Georg Struck</i>	189
How Do We Build This Thing?: Imagining Frameworks for Personal Narratives <i>Armele Adams</i>	199
Beneficial Dependencies: Design Principles for Narrative Games <i>Ido A. Iurgel</i>	209
Storytelling for the Small Screen: Authoring and Producing Reconfigurable Cinematic Narrative for Sit-Back Enjoyment <i>Ludvig Lohse, Maureen Thomas</i>	219

Interactivity

The Role of Tangibles in Interactive Storytelling <i>Ana Paiva</i>	225
Enabling Communications-Based Interactive Storytelling Through a Tangible Mapping Approach <i>Norman Lin, Kenji Mase, Yasuyuki Sumi, Tomoji Toriyama</i>	229
A Multidimensional Scale Model to Measure the Interactivity of Virtual Storytelling <i>EunKyung Chung, Elizabeth Figa</i>	239

Applications

The Rapunsel Project <i>Ken Perlin, Mary Flanagan, Andrea Hollingshead</i>	251
Automatic Conversion from E-Content into Virtual Storytelling <i>Kaoru Sumi, Katsumi Tanaka</i>	260

The Lost Cosmonaut: An Interactive Narrative Environment on the
Basis of Digitally Enhanced Paper
Axel Vogelsang, Beat Signer 270

Dream of Mee-Luck: Aspiration for a New Dawn
*Youngho Lee, Dahee Kim, Youngil Lim, Kyuhyung Kim,
Haesun Kim, Woontack Woo* 280

Interactivity and Digital Environments: Designing a Storymap for
Gormenghast Explore
Julia Sussner, Maureen Thomas 284

Author Index 289

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Virtual Storytelling 2005 also benefitted from the scientific support of the DAPPPLE (Drama and Performance in Pleasurable Personal Learning Environments) research network and from the TIDSE (Technologies for Interactive Digital Storytelling and Entertainment) conference organizers.

The conference organizers would like to thank Iconoval and its institutional partners — French Ministry of Research, Alsace Regional Council, General Council of Bas-Rhin, and Urban Community of Strasbourg— for funding the conference. This allowed for low registration fees in order that researchers, artists, students and SME representatives could easily attend the conference.

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Finally, we wish to thank all the people who were involved in the organization of this conference on so innovative a topic.