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# Interactive Storytelling

First Joint International Conference  
on Interactive Digital Storytelling, ICIDS 2008  
Erfurt, Germany, November 26-29, 2008  
Proceedings

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## Preface

This volume contains scientific papers and case studies presented at Interactive Storytelling '08: The First Joint International Conference on Interactive Digital Storytelling (ICIDS), held November 26–29, 2008, in Erfurt, Germany.

Interactive Digital Storytelling (IDS) is a cross-disciplinary topic, which explores new uses of interactive technologies for creating and experiencing narratives. IDS is also a huge step forward in games and learning. This can be seen through its ability to enrich virtual characters with intelligent behavior, to allow collaboration of humans and machines in the creative process, and to combine narrative knowledge and user activity in interactive artifacts.

IDS involves concepts from many aspects of Computer Science, above all from Artificial Intelligence, with topics such as narrative intelligence, automatic dialogue and drama management, and smart graphics. In order to process stories in real time, traditional storytelling needs to be formalized into computable models by drawing from narratological studies. As it is currently hardly accessible for creators and end-users, there is a need for new authoring concepts and tools supporting the creation of such dynamic stories, allowing for rich and meaningful interaction with the content.

On the past 7 years, two European conference series have been addressing these problems, serving as annual meeting points for scientists, researchers and developers: ICVS (International Conference on Virtual Storytelling) and TIDSE (Technologies for Interactive Digital Storytelling and Entertainment) took place bi-annually and alternated between France and Germany. The year 2008 was an opportunity for consolidation: The organizers of both lines decided to integrate them and constitute a joint international series of annual conferences, addressing all the topical research issues in conjunction with the themes of the previous conferences.

This first conference, Interactive Storytelling '08, received great attention in the research community. In all, 42 Program Committee members selected 19 full papers for publication out of 62 submissions – with an acceptance rate of 0.3. Further, this volume has been completed by five short papers, five poster presentations and eight demonstrations of interactive storytelling applications and case studies. Many contributions present architectures for automatic story generation and drama management, for virtual characters and new authoring tools. Some relatively new topics include the evaluation of dramatic immersion and music.

The program also included three invited talks positing future perspectives of the field. Additional workshops on pen and paper role playing and improvisational theater were scheduled, providing opportunities to learn from non-digital forms of interactive storytelling. Two panels discussing industrial applications and issues of creation also addressed the still recognizable gap between available technologies and their accessibility for creation.

Has the field reached the ‘*âge de raison*’ – a French expression (‘age of rationality’) denoting the fact that children reach a certain maturity at the age of seven? Do we foresee signs of maturity in IDS? Now, with a consolidated annual event, we face new

challenges that will lead us into adolescence: The novel technologies will only succeed if the conflicts between the disciplines of technical sciences and of humanities can be bridged. Our field of IDS benefits from new ideas arising from the combination of computational rationality with the ‘unreasonableness’ of the creative spirit, which is at the heart of storytelling. The new conference series – by continuing the work of its predecessors – shall provide opportunities for growing up. We hope that participants in this first venue found inspiration and guidelines for future research.

We want to thank the group of previous ICVS / TIDSE organizers for the constitution of this new conference line. Foremost, we have to thank the amazing members of our Program Committee for their sound and high-quality reviews, which contributed significantly to the success of this conference. Finally, we want to thank all sponsors and collaborators for their support.

November 2008

Ulrike Spierling  
Nicolas Szilas

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**Local Organization:** Interactive Storytelling '08 was organized by the Fachhochschule Erfurt, University of Applied Sciences, in Erfurt, Germany, in collaboration with the following institutions: 'Das KinderMedienZentrum' in Erfurt, 'Thüringer Staatskanzlei' (Thuringia State Chancellery), and the Erfurt project group 'Children's Media' of the Fraunhofer IDMT in Ilmenau. Special thanks to Paul Grimm, FH Erfurt, and Klaus Peter Jantke, Holger Großmann and Thomas Sporer, Fraunhofer IDMT, for their collaboration. Further sponsors and supporters are listed on the conference website.

**Conference Website:** <http://www.fh-erfurt.de/ai/icids08>

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