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Interactive Storytelling

5th International Conference, ICIDS 2012
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Proceedings

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Preface

This volume contains the proceedings of ICIDS 2012: The 5th International Conference on Interactive Digital Storytelling.

ICIDS is the premier international conference on interactive digital storytelling (IDS), bringing together researchers interested in presenting recent results, sharing novel techniques, and exchanging ideas about this exciting new media. After the successful edition in North America last year, it returned to Europe reinforcing its worldwide nature.

IDS redefines the narrative experience by empowering the audience to significantly participate in the story owing to advances in technology. As such, it offers new possibilities for communication, education, and entertainment, through the enriching of characters with intelligent behavior, the collaboration of humans and machines in the creative process, and the combination of disciplines for improving the user experience.

Therefore, IDS is inherently a multidisciplinary field. To create novel applications in which users play a significant role during the development of a story, new concepts and theoretical works on digital humanities, new media studies and interactive arts are needed.

ICIDS emphasizes several aspects of computer science, including artificial intelligence, virtual environments and human–computer interaction; topics include automated reasoning, computational creativity, multi-agent systems, narrative intelligence, natural language generation and understanding, user modelling, and smart graphics.

The review process for ICIDS 2012 was extremely selective, and many good papers could not be accepted for the final program. Altogether, we received 48 submissions. Out of the 48 submitted full papers, the Program Committee selected only 14 submissions for presentation and publication as full papers, corresponding to an acceptance rate of 29% for full papers. In addition, six submissions were accepted as short papers. In total, the ICIDS 2012 program featured contributions from 19 different countries worldwide.

The conference program also highlighted three invited speakers: Mirjam Eladhari, senior lecturer at the Faculty for Knowledge and Media Sciences at the University of Malta, whose research approach includes exploration of the social multi-player game-design space through experimental implementations of prototypes where both novel and established AI techniques are used; Richard Evans, co-founder, along with Emily Short, of Little Text People, developing real-time multiplayer interactive fiction. He is also known worldwide as the AI lead on *The Sims 3* and was responsible for the design and implementation of the AI for *Black & White*; and Noah Wardrip-Fruin, Associate Professor of Computer Science at the University of California, Santa Cruz, where he co-directs the

Expressive Intelligence Studio, one of the world's largest technical research groups focused on games.

In addition to paper presentations, ICIDS 2012 featured three pre-conference workshops: (1) Nordic Roleplaying Games — The Narrative Approach: A Practical Introduction, (2) Where's the Story? Forms of Interactive Narrative in Current Digital Games and other Digital Forms, and (3) Sharing Interactive Digital Storytelling Technologies.

We would like to express our sincere appreciation for the time and effort invested by our authors in preparing their submissions, the diligence of our Program Committee in performing their reviews, the insight and inspiration offered by our invited speakers, and the thought and creativity provided by the organizers of our workshops. Special thanks are also due to our sponsors and supporting organizations: GraphicsMedia.net, AAAI, ECCAI, AEPIA, SCIE, Vicomtech and the Department of Education, Universities and Research of the Basque Government; and, of course, to the ICIDS Steering Committee for granting us the opportunity to host ICIDS 2012. Thank you!

November 2012

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