Lecture Notes in Computer Science

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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 Elad-hari, 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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# Table of Contents

## Theory and Aesthetics

**Suspending Virtual Disbelief: A Perspective on Narrative Coherence**

_Veli-Matti Karhulahti_

1

**Four Quantitative Metrics Describing Narrative Conflict**

_Stephen G. Ware, R. Michael Young, Brent Harrison, and David L. Roberts_

18

**The Expressive Space of IDS-as-Art**

_Noam Knoller_

30

**Aporia – Exploring Continuation Desire in a Game Focused on Environmental Storytelling**

_Sebastian Hurup Bevensee, Kasper Alexander Dahlsgaard Boisen, Mikael Peter Olsen, Henrik Schoenau-Fog, and Luis Emilio Bruni_

42

## Authoring Tools and Applications

**Digital Interactive Narrative Tools for Facilitating Communication with Children during Counseling: A Case for Audiology**

_Sarune Bacevičiute, Katharina Renée Rützou Albæk, Aleksandar Arsovski, and Luis Emilio Bruni_

48

**Who Poisoned Hugh? - The STAR Framework: Integrating Learning Objectives with Storytelling**

_Andreea Molnar, David Farrell, and Patty Kostova_

60

**Structural Writing, a Design Principle for Interactive Drama**

_Nicolas Szilas, Urs Richle, and Jean E. Dumas_

72

**Genres, Structures and Strategies in Interactive Digital Narratives – Analyzing a Body of Works Created in ASAPS**

_Hartmut Koenitz and Kun-Ju Chen_

84

## Evaluation and User Experience Reports

**Project Aporia – An Exploration of Narrative Understanding of Environmental Storytelling in an Open World Scenario**

_Sebastian Hurup Bevensee, Kasper Alexander Dahlsgaard Boisen, Mikael Peter Olsen, Henrik Schoenau-Fog, and Luis Emilio Bruni_

96
Coffee Tables and Cryo Chambers: A Comparison of User Experience and Diegetic Time between Traditional and Virtual Environment-Based Roleplaying Game Scenarios ........................................ 102
  Bjoern Flindt Temte and Henrik Schoenau-Fog

Achieving the Illusion of Agency ............................................. 114
  Matthew William Fendt, Brent Harrison, Stephen G. Ware,
  Rogelio E. Cardona-Rivera, and David L. Roberts

Designing an Interdisciplinary User Evaluation for the Riu Computational Narrative System ............................................. 126
  Jichen Zhu

**Virtual Characters and Agents**

Distributed Drama Management: Beyond Double Appraisal in Emergent Narrative .................................................. 132
  Allan Weallans, Sandy Louchart, and Ruth Aylett

Backstory Authoring for Affective Agents .................................. 144
  Stefan Rank and Paolo Petta

Emotional Appraisal of Moral Dilemma in Characters ...................... 150
  Cristina Battaglino and Rossana Damiano

Laugh To Me! Implementing Emotional Escalation on Autonomous Agents for Creating a Comic Sketch .............................. 162
  André Carvalho, António Brisson, and Ana Paiva

**New Storytelling Modes**

3D Simulated Interactive Drama for Teenagers Coping with a Traumatic Brain Injury in a Parent ............................. 174
  Nicolas Habonneau, Urs Richle, Nicolas Szilas, and Jean E. Dumas

Interactive Video Stories from User Generated Content: A School Concert Use Case .............................................. 183
  Michael Frantzis, Vilmos Zsombori, Marian Ursu,
  Rodrigo Laiola Guimarães, Ian Kegel, and Roland Craigie

Exploring Body Language as Narrative Interface .......................... 196
  Nahum Álvarez and Federico Peinado

Reading Again for the First Time: A Model of Rereading in Interactive Stories .................................................. 202
  Alex Mitchell and Kevin McGee
Workshops

Where’s the Story? Forms of Interactive Narrative in Current Digital Games and Other Digital Forms ................................. 214
   Hartmut Koenitz, Mads Haahr, Gabriele Ferri,
   Tonguc Ibrahim Sezen, and Digdem Sezen

Sharing Interactive Digital Storytelling Technologies II .................. 216
   Nicolas Szilas, Stefan Rank, Paolo Petta, and Wolfgang Müller

Nordic Roleplaying Games – The Narrative Approach:
A Practical Introduction ..................................................... 217
   Bjoern Flindt Temte and Henrik Schoenau-Fog

Author Index ............................................................................. 219