



10th International Conference on Interactive Digital Storytelling

Nov 14–17 Funchal
Madeira, Portugal

HOSTED BY



Conference Program

<http://icids2017.m-iti.org>
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#icids

Tue, Nov 14th

Workshops Day

- 08:30 Registration (Vida Mar Lobby – Tower II)
- 09:00 Morning Workshop Sessions**
History of Expressive Systems – Mark J. Nelson and James Ryan (Room: Selvagens V)
Transmedia Journalism and Interactive Documentary in Dialogue – Renira Rampazzo Gambarato and Alessandro Nanì (Room: Selvagens IV)
- 09:00 Whole Day Workshop Session**
Film-Live: An Innovative Immersive and Interactive Cinema Experience – Mattia Costa, Chiara Ligi, Francesca Piredda (Room: Selvagens II)
- 10:30 Coffee Break (Room: Selvagens III and terrace)
- 12:30 Lunch (on your own)
- 14:00 Afternoon Workshop Sessions**
Authoring for Interactive Storytelling – Charlie Hargood, Alex Mitchell, David Millard and Uli Spierling (Room: Selvagens V)
Bringing Together Interactive Digital Storytelling with Tangible Interaction: Challenges and Opportunities – Alejandro Catala, Mariët Theune, Cristina Sylla and Pedro Ribeiro (Room: Selvagens IV)
- 15:30 Coffee Break (Room: Selvagens III and terrace)
- 17:30 Closing
- 17:50 Pick-up time for Welcome Cocktail (Vida Mar)
- 18:15 Welcome Cocktail (Câmara Municipal do Funchal)

Tue, Nov 14th

Doctoral Consortium Day (Room: Selvagens I)

08:30 Registration (Vida Mar Lobby – Tower II)

09:00 Welcome and introduction of the DC participants

09:30 DC Paper 1

User and Player Engagement in Local News and/as Interactive Narratives – Torbjörn Svensson

Opening discussion: Mara Dionísio, Ioli Campos

10:00 DC Paper 2

NOOA: Maintaining Cultural Identity Through Intergenerational Storytelling and Digital Affinity Spaces –

Juliana Monteiro

Opening discussion: Antonia Kampa, Lynda Clark

10:30 Coffee Break (Selvagens III and terrace)

11:00 DC Paper 3

An Epistemological Approach to the Creation of Interactive VR Fiction Films – María Cecilia Reyes

Opening discussion: Antonia Kampa, Serena Zampolli

11:30 DC Paper 4

How Interactivity is Changing In Immersive Performances – An Approach of Understanding The Use of Interactive

Technologies in Performance Art – Ágnes Bakk

Opening discussion: Lynda Clark, Mara Dionísio

12:00 DC Paper 5

Embodied and Disembodied Voice: Characterizing Nonfiction Discourse in Cinematic – VR – Phillip Doyle

Opening discussion: Torbjörn Svensson, María Cecilia Reyes

12:30 Lunch

Tue, Nov 14th

Doctoral Consortium Day (Room: Selvagens I)

13:30 DC Paper 6

Learning and Teaching Biodiversity through a Storyteller Robot – Maria José Ferreira

Opening discussion: Juliana Monteiro, Torbjörn Svensson

14:00 DC Paper 7

Enhancing Museums' Experiences Through Games And Stories For Young Audiences – Vanessa Cesário

Opening discussion: Juliana Monteiro, Ágnes Bakk

14:30 DC Paper 8

Grammar Stories: A Proposal for the Narrativization of Abstract Contents – Serena Zampolli

Opening discussion: Ágnes Bakk, Ioli Campos

15:00 DC Paper 9

Leveraging on Transmedia Entertainment-Education to Offer Tourists a Meaningful Experience – Mara Dionísio

Opening discussion: Maria José Ferreira, Phillip Doyle

15:30 Coffee Break (Room: Selvagens III and terrace)

16:00 DC Paper 10

Authoring Concepts and Tools for Interactive Digital Storytelling in the Field of Mobile Augmented Reality –

Antonia Kampa

Opening discussion: Maria José Ferreira, Vanessa Cesário

16:30 DC Paper 11

Interactive Storytelling to Teach News Literacy to Children – Ioli Campos

Opening discussion: Serena Zampolli, María Cecilia Reyes

Tue, Nov 14th

Doctoral Consortium Day (Room: Selvagens I)

17:00 DC Paper 12

That's Not How It Should End: The Effect of Reader/Player Response on the Development of Narrative – Lynda Clark
Opening discussion: Vanessa Cesário, Phillip Doyle



17:30 Final remarks and DC ends

17:50 **Welcome Cocktail Pickup** (Vida Mar)

18:15 **Welcome Cocktail** (Câmara Municipal do Funchal)

Wed, Nov 15th

Conference Day #1 (Room: Selvagens I)

09:00 Registration (Vida Mar Lobby – Tower II)

09:30 Keynote 1 – Pia Tikka

Systemic second order authorship for creating complex narratives – a neurophenomenological approach

In the beginning of the 21st century, the theoreticians of interactive narrative celebrated the birth of the creative audience at the corpse of the author, echoing Roland Barthes's words in *La mort de l'auteur* (1967). But this may have been premature. The notion of second-order authorship allows reformulating creative authorship in a manner inspired by the neurophenomenology and systemic enactive mind theory by Francisco Varela and colleagues (1991). This will be exemplified by describing the authorship of enactive co-presence between a virtual screen character and the viewer.

10:30 Coffee Break (Selvagens III and terrace)

11:00 Paper Session 1 – Story Design

Session Chair: Frank Nack

RheijnLand.Xperiences – A Storytelling Framework for Cross-Museum Experiences – Timo Kahl, Ido Iurgel, Frank Zimmer, René Backer and Koen Van Turnhout

Effective Scenario Designs for Free-text Interactive Fiction – Margaret Cychosz, Andrew Gordon, Obiageli Odimegwu, Olivia Connolly, Jenna Bellassai and Melissa Roemmele
Dynamic Syuzhets: Writing and Design Methods for Playable Stories – Hannah Wood

Wed, Nov 15th

Conference Day #1 (Room: Selvagens I)

Plans versus Situated Actions in Immersive Storytelling Practices – Sarah Lugthart, Michel van Dartel and Annemarie Quispel

12:30 Lunch (Ocean Restaurant)

14:00 Paper Session 2 – Location

Session Chair: Hartmut Koenitz

Experiencing the Presence of Historical Stories with Location-based Augmented Reality – Ulrike Spierling, Peter Winzer and Erik Massarczyk

Developing a Writer's Toolkit for Interactive Locative Storytelling – Heather Packer, Charlie Hargood, Yvonne Howard, Petros Papadopolous and David Millard
Level of Detail Event Generation – Luis Flores and David Thue

15:30 Coffee Break (Selvagens III and terrace)

15:50 Art Exhibition (Room: Living Lounge)

Finger Food Buffet – Open to the General Public

17:30 Closing

Thu, Nov 16th

Conference Day #2 (Room: Selvagens I)

09:00 Registration

09:30 Keynote 2 – Jay Bushman

Transmedia Storytelling: No, Really, What Is It?

The joke goes like this: “Put two transmedia creators in a room together, and pretty quickly you’ll have three definitions of transmedia.” Everybody who uses the terms means something a little different. With stories from the trenches of making transmedia projects over the last ten years, this talk delves into what people mean when they say “transmedia” and why nobody can agree.

10:30 Coffee Break (Selvagens III and terrace)

11:00 Paper Session 3 – Historical Analysis

Session Chair: Rebecca Rouse

Grimes' Fairy Tales: A 1960s Story Generator – James Ryan
The Narrative Logic of Rube Goldberg Machines – David Olsen and Mark J. Nelson
Cinelabyrinth: The Pavilion of Forking Paths – Chris Hales
Verb+s is looking for love: Towards a meaningful narrativization of abstract contents – Serena Zampolli

12:30 Lunch (Ocean Restaurant)

14:00 Paper Session 4 – Games

Session Chair: David Thue

Wordless Games: Gameplay as Narrative Technique – Yui Theng Sim and Alex Mitchell

Thu, Nov 16th

Conference Day #2 (Room: Selvagens I)

A Framework for Multi-Participant Narratives Based on Multiplayer Game Interactions – Callum Spawforth and David Millard

Gaming Versus Storytelling: Understanding Children’s Interactive Experiences in a Museum Setting – Marko Radeta, Vanessa Cesario, Sonia Matos and Valentina Nisi

15:30 Coffee Break (Selvagens III and terrace)

15:45 Poster/Demo Session

(Lobby Torre II and Sala Selvagens IV e V)

17:30 Closing

17:45 Quinta Garden Cocktail Pickup (meetup at Vida Mar)
Volunteers will guide the participants to Quinta Vigia

18:30 Quinta Garden Cocktail (Quinta Vigia)
Hosted by The Government of the Autonomous Region of Portugal Quinta Vigia is a historical place and official residence of the President of the Autonomous Region of Madeira

19:30 Forte de São Tiago Dinner Pickup (from Quinta Vigia)
Bus Transfer to the restaurant

20:00 Forte de São Tiago Conference Dinner
(Restaurante Do Forte)

Fri, Nov 17th

Conference Day #3 (Room: Selvagens I)

09:00 Registration (Vida Mar Lobby – Tower II)

09:30 Keynote 3 – Suzanne Scott

Choose Your Own Adventure: Fandom and the Future of Interactive Storytelling

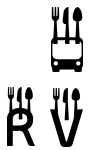
Fan culture has, from its inception, treated media objects as inherently interactive, playing in the textual gaps and margins and, in some cases, radically reimagining a storyworld’s fictive limits. Tracing both the history of transformative fan texts (e.g. fanfiction, fan vids) from analog to digital participatory cultures, as well as the politics of these industrially unauthorized interactions, this keynote will suggest that the barriers to embracing a more expansive conception of “interactive digital storytelling” lie in lingering anxieties surrounding authorial and commercial control. Just as scholarly work on interactive storytelling must acknowledge programmatic or structural limitations on user agency, even as we celebrate the participatory and collaborative capacity of the form, this talk will explore how media industries, creators, and technologies alternately curtail and foster fan culture’s interactive impulses.

10:30 Coffee Break (Selvagens terrace or at the lobby)

11:00 Paper Session 5 – Emotion and Personality

Session Chair: Ian Forrester

Using Interactive Storytelling to Identify Personality Traits – Raul Paradedá, Maria José Ferreira, Carlos Martinho and Ana Paiva



Fri, Nov 17th

Conference Day #3 (Room: Selvagens I)

How Knowledge of the Player Character's Alignment Affect Decision Making in an Interactive Narrative – Mette

Jakobsen, Daniel S. Christensen and Luis E. Bruni

Thinning the fourth wall with intelligent prompt – Rossana

Damiano, Vincenzo Lombardo and Antonio Pizzo

12:30 Lunch (Ocean Restaurant)

14:00 Paper Session 6 – Virtual, Mixed and Augmented Reality

Session Chair: Ulrike Spierling

Who Are You? Voice-over Perspective in Surround Video –

Mirjam Vosmeer, Christian Roth and Hartmut Koenitz

Empathic Actualities: Toward a Taxonomy of Empathy in

Virtual Reality – Joshua A. Fisher and Janet H. Murray

Design for Emerging Media: How MR Designers Think about

Storytelling, Process, and Defining the Field – Rebecca Rouse and Evan Barba

15:30 Coffee Break (Selvagens terrace or at the lobby)

16:00 Closing Panel with Keynote Speakers

Pia Tikka, Jay Bushman and Susanne Scott discuss the future of Interactive narrative with the ICIDS community.

17:30 Closing

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