

Due to numerous requests, the submission deadline was extended to 31st July 2006

TIDSE 2006 – CALL FOR PAPERS
3rd International Conference on
Technologies for Interactive Digital Storytelling and Entertainment
<http://www.zgdv.de/TIDSE06>
December 4-6th, 2006, Darmstadt, Germany

We invite you to participate at the third international TIDSE conference on Technologies for Interactive Digital Storytelling and Entertainment. TIDSE has become a leading conference and international forum to exchange experiences and results among researchers and developers in the field of Interactive Digital Storytelling.

Research papers, case studies and demonstrations are invited that present novel scientific results, best practice showcases, or improvements to existing techniques and approaches in the multidisciplinary field of interactive digital storytelling and related entertainment/edutainment application areas.

Suggested research topics include, but are not limited to:

- Interactive Digital Storytelling: Theories, Methods and Concepts
- Authoring Tools, Storytelling Engines and Players
- Story Pacing and Timing Issues in Interactive Digital Storytelling
- Virtual Characters in Narrative Environments
- Augmented, Virtual and Mixed Reality
- Mobile, GIS and Location based Interactive Digital Storytelling
- Interactive Digital Storytelling in Entertainment and Edutainment Applications
- Interdisciplinary Approaches

TIDSE will again provide a special session on Virtual Storytelling and thus continue and strengthen the collaboration with the Virtual Storytelling conference series. Both cooperating conferences – TIDSE and Virtual Storytelling – are held biannually, alternating.

Important dates:

- **July 31st, 2006: Extended Submission Deadline**
Full papers: 8-12 pages, short papers: 4-6 pages
- August 31st, 2006: Notification of Acceptance
- September 30st, 2006: Camera Ready Version
- **December 4-6th, 2006: TIDSE 2006 Conference**

Paper Submission:

All submissions should follow the *Lecture Notes in Computer Science* format (See “Authors Instructions” at <http://www.springer.de/comp/lncs/authors.html>). Paper submissions will be accepted via email only and should be in Adobe pdf. Accepted papers shall be published as Springer LNCS volume.

Organization:

Conference Venue: INI-GraphicsNet, Computer Graphics Center, Darmstadt, Germany.

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