# story interactive telling 08

**Erfurt**, Germany
**26 - 29 November**, 2008

## 1st Joint International Conference on Interactive Digital Storytelling

## Interactive Storytelling '08

The first joint conference of the two previous European conference series:
**TIDSE** ("Technologies for Interactive Digital Storytelling") and
**ICVS** ("Virtual Storytelling – Using Virtual Reality Technologies for Storytelling")

**Location: Erfurt, Germany**
Thüringer Staatskanzlei
KinderMedienZentrum Erfurt
Fachhochschule Erfurt



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## Call for Participation

### Invited speakers:

**Andrew Stern**, game designer, co-creator of "Façade" and Grand Text Auto
**Marie-Laure Ryan**, narratologist, author of "Narrative as Virtual Reality" and "Avatars of Story"

### Research presentations:

**New algorithms, methods and tools, case studies** – submitted by leading researchers in the field and selected by an international committee of experts. 19 full papers, 5 short papers, 5 posters and 9 demonstrations

### Workshops:

**Pen-and-Paper RPG** and **Impro Theatre:** Learning Interactive Storytelling principles from non-digital interactive storytelling forms
**Authoring Tools:** The state of the art in creation with generative algorithms

### Panels and Discussions:

**Industry panel:** Application of research results to marketable products
**Authoring panel:** Comparing viewpoints of creation in Interactive Storytelling

### Exhibition:

**Demonstrations:** Live impression of research prototypes and applications
Demonstration of the immersive 3D audio Cave "IOSONO"

### Webpage:  **http://www.ai.fh-erfurt.de/icids08/**

| Wednesday 26.11.2008 | Thursday 27.11.2008 | Friday 28.11.2008 | Saturday 29.11. |
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| Thüringer Staatskanzlei | KinderMedienZentrum Erfurt | | FH Erfurt |
| Research Presentations: **Novel Forms of Interactive Storytelling** | Research Presentations: **Automatic Story Generation** | Research Presentations: **Models for Interactive Drama Management (I)** | Workshop I: **Impro-Theatre** Principles |
| Research Presentations: **Experiencing Interactive Storytelling** | Invited Speaker: **MARIE-LAURE RYAN** Theorist, Author of "Avatars of Story" | Research Presentations: **Models for Interactive Drama Management (II)** | Workshop II: **Pen & Paper RPG** Principles |
| Invited Speaker: **ANDREW STERN** Game Designer, Creator of "Facade" | Research Presentations: **Music and Immersive Sound** | Research Presentations: **Authoring with Generative Algorithms** | Workshop III: **Authoring** Methods |
| Panel: **Mind The Gap: Interactive Story Research and Industrial Application** | Open Space Demo Session: **Demos and Poster Presentations of Tools and Applications in IS and 3D Sound** | Panel: **How to Create Interactive Digital Narratives** | |
| Erfurt Christmas Market, Meet & Greet | | Closing | |
| | Social Event / Dinner | Further Demos and Meetings | |

Draft Schedule