### 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

**Contact:**  
Prof. Ulrike Spierling  
FH Erfurt, University of Applied Sciences  
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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/icsids08/](http://www.ai.fh-erfurt.de/icsids08/)

### Draft Schedule

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| Invited Speaker: ANDREW STERN  
| Panel: Mind The Gap: Interactive Story Research and Industrial Application | Panel: Open Space Demo Session: Demos and Poster Presentations of Tools and Applications in IS and 3D Sound | Panel: How to Create Interactive Digital Narratives | Closing |
| Erfurt Christmas Market, Meet & Greet | Social Event / Dinner | Further Demos and Meetings | Draft Schedule |