SUBMISSION DEADLINE → 30 June 2008

– 1st Joint International Conference on Interactive Digital Storytelling –

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”)

26 – 29 November 2008

Erfurt, Germany

http://www.ai.fh-erfurt.de/ICIDS08

SCOPE of the Conference

Interactive entertainment, including novel forms of edutainment and serious games, promises to be a great and important market in the future. By providing access to social and human themes through stories, Interactive Digital Storytelling, which can take various forms, contains opportunities for massively enhancing the possibilities of interactive entertainment, computer games and digital applications. It also provides chances and challenges for redefining the experience of narrative through interactive simulations of computer-generated story worlds.

Interactive Digital Storytelling is a huge step forward in games and learning. This can be seen through its ability to enrich virtual characters with intelligent behaviour, to allow collaboration of humans and machines in the creative process, and to combine narrative knowledge and user activity in interactive artefacts. In order to create novel applications, in which users play a significant role together with digital characters and other autonomous elements, new concepts for Human-Computer Interaction have to be developed. Knowledge for interface design and technology has to be garnered and integrated. Interactive Digital Storytelling involves concepts from many aspects of Computer Science, above all from Artificial Intelligence, with topics such as narrative intelligence, automatic dialogue- and drama management, robotics and smart graphics. In order to process stories in real time, traditional storytelling needs to be formalized into computable models, by drawing from narratological studies, and by taking into account the characteristics of programming. Consequently, due to its technological complexity, it is currently hardly accessible for creators and end-users. There is a need for new authoring concepts and tools supporting the creation of dynamic story models, allowing for rich and meaningful interaction with the content. Finally, there is a need for theoretical foundations considering the integration of so far disjunctive approaches and cultures.

On the past 7 years, two European conference series have been addressing these problems, serving as annual meeting points for scientists, researchers and developers from diverse disciplines. ICVS (International Conference on Virtual Storytelling) and TIDSE (Technologies for Interactive Digital Storytelling and Entertainment), took place bi-annually and alternated between France and Germany. In this tradition, this year’s venue is the 4th conference of the TIDSE series.

The year 2008 is an opportunity for consolidation: The organizers of both lines have decided to integrate them and constitute a joint international series of annual conferences, addressing all the topical research issues in conjuction with the themes of the previous conferences. Hence, at the same time, this year’s turn of the TIDSE conference represents the 1st Joint International Conference on Interactive Digital Storytelling – “Interactive Storytelling ’08”.

The conference is organized by the Erfurt University of Applied Sciences (FH Erfurt), and is supported by the Fraunhofer project group on Children’s Media (Fraunhofer IDMT) and the “Kindermedienzentrum” (children’s media centre) in Erfurt.
Call for Papers / Call for Contributions

Research papers, case studies and demonstrations are invited that present novel scientific results, new technology, best practice showcases, or improvements to existing techniques and approaches in the multidisciplinary research field of interactive digital storytelling and its related application areas, e.g. games, virtual- / online worlds, e-learning, edutainment, and entertainment.

Suggested research topics for contributions include, but are not limited to:

- Interactive Digital Storytelling: theories, methods and concepts
- Automated drama-/story engines and run-time systems
- Virtual Storytelling – using Virtual Reality, Augmented Reality and Mixed Reality to tell and experience stories
- Believable virtual characters in real-time narrative environments
- Authoring tools and creation concepts for interactive narratives
- Semantic technology and knowledge tools for Interactive Digital Storytelling
- Mobile, Geographical Information Systems and location-based technologies for interactive storytelling
- Novel and entertaining computer interfaces for interactive storytelling
- Real-time direction, staging, lighting, camera work, special effects, audio
- Collaborative environments for interactive storytelling
- Novel narrative forms inspired by new technology
- Evaluation and user experience reports of interactive storytelling applications
- Interdisciplinary approaches to simulation and storytelling
- Case studies and demonstrations of concrete examples and applications

Special invited key aspects for this year, motivated through the conference venue, are:

- Children’s media
- Interactive audio

Important dates:

June 30th, 2008: New submission deadline
August 15th, 2008: Author notification of the review result
September 7th, 2008: Submission of the print-ready version
November 26-29th, 2008: Conference Interactive Storytelling ‘08

All submissions should follow the Lecture Notes in Computer Science format (see “Authors Instructions” at http://www.springer.de/comp/lncs/authors.html). Papers must be in English. Only electronic submissions in PDF format will be considered for review. Submissions (of all categories) that receive high ratings in the review process will be selected for publication by the program committee. They shall be published as Springer LNCS conference proceedings. For the final print-ready version, the submission of source files (WORD/LaTeX, TIF/EPS) and a signed copyright form are required.

Submission categories:
Full papers (8-12 pages in the conference book)
Short papers (4-6 pages in the conference book)
Demonstrations and posters (2-4 pages in the conference book, plus additional material if available)

Online Submission: http://www.easychair.org/conferences/?conf=interactivestorytelling08

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Organisation

Interactive Storytelling ‘08 Programme Co-Chairs
Ulrike Spierling
Nicolas Szilas

Local Organisation and Special Topics Guest Co-Chairs
Paul Grimm: Exhibition and Demo
Thomas Sporer, Holger Großmann: Interactive Audio
Klaus P. Jantke: Children’s Media

Constituting committee of the joint Interactive Storytelling conference series
Olivier Balet, Marc Cavazza, Ronan Champagnat, Stéphane Donikian, Stefan Göbel, Ido Iurgel, Ulrike Spierling, Nicolas Szilas.

Programme committee of Interactive Storytelling ‘08
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