

《相互作用的数码讲故事和游戏技术》

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内容概要

This book constitutes the refereed proceedings of the Third International Conference on Technologies for Interactive Digital Storytelling and Entertainment, TIDSE 2006, held in Darmstadt, Germany in December 2006. The 37 revised full papers presented were carefully reviewed and selected for inclusion in the book; they cover a broad spectrum, from conceptual ideas, theories, systems and technological questions, to best practice examples in the different storytelling application domains, with a focus on entertainment and games. The papers are organized in topical sections on interactive narrative systems, theory, story authoring, virtual characters, storytelling and games, as well as applications.

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书籍目录

Interactive Narrative Systems Believable Agents and Intelligent Story Adaptation for Interactive Storytelling An Event-Driven, Stochastic, Undirected Narrative (EDSUN) Framework for Interactive Contents A Simple Story: Using an Agents' Based Context-Aware Architecture for Storytelling Hypervideo vs. Storytelling Integrating Narrative Intelligence into Hypervideo A Fabula Model for Emergent Narrative Telling Stories Through Space: The Mindstage Project Theory Narratology for Interactive Storytelling: A Critical Introduction Insights into the Design of Computer Entertainment from Schemas in Film Minstrel Reloaded: From the Magic of Lisp to the Formal Semantics of OWL Structuring Hypermedia Novels The Hacker: New Mythical Content of Narrative Games The Interactive Artwork as the Aesthetic Object: Aesthetic Technolog Converging Technological Applications and Aesthetic Discourses SRST: A Storytelling Model Using Rhetorical Relations Story Authoring Scribe: A Tool for Authoring Event Driven Interactive Drama Integrating VR-Authoring and Context Sensing: Towards the Creator of Context-Aware Stories U-Create: Creative Authoring Tools for Edutainment Applications Towards Accessible Authoring Tools for Interactive Storytelling Mixed Reality Based Interactive 3D Story Composition Tool Sharing Knowledge in Virtual Environments Pre-conference Demo Workshop "Little Red Cap": The Authoring Process in Interactive Storytelling Virtual Characters Failing Believably: Toward Drama Management with Autonomous Actors in Interactive Narratives Personality Templates and Social Hierarchies Using Stereotypes.....Storytelling and Games Applications Atuhor Index

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