

ICIDS 2015

INTERNATIONAL CONFERENCE ON INTERACTIVE DIGITAL STORYTELLING

NOV. 30 - DEC. 4, 2015
AALBORG UNIVERSITY
COPENHAGEN,
DENMARK

ICIDS2015.AAU.DK



FIRST CALL FOR PAPERS

SUBMISSION DEADLINE:

JUNE 19TH, 2015

This year, the International Conference on Interactive Digital Storytelling (ICIDS 8) will take place in Denmark at Aalborg University's campus in central Copenhagen.

ICIDS has its origin in a series of related international conferences that ran between 2001 and 2007 (<http://www.icids.org/>). Since 2008, ICIDS became the premier annual venue that gathers researchers, developers, practitioners and theorists to present and share the latest innovations, insights and techniques in the expanding field of interactive storytelling and the technologies that support it. The field re-groups a highly dynamic and interdisciplinary community, in which narrative studies, computer science, interactive and immersive technologies, the arts, and creativity converge to develop new expressive forms in a myriad of domains that include artistic projects, interactive documentaries, cinematic games, serious games, assistive technologies, edutainment, pedagogy, museum science, advertisement and entertainment, to mention a few. The conference has a long-standing tradition of bringing together academia, industry, designers, developers and artists into an interdisciplinary dialogue through a mix of keynote lectures, long and short article presentations, posters, workshops, and very lively demo sessions.

We welcome contributions from a large range of fields and disciplines related to interactive storytelling, including computational narrative, narratology, computer science, human-computer interaction, media studies and media production, game studies, game design and development, semiotics, museum science, edutainment, virtual and augmented reality, cognitive science, digital humanities, interactive arts and trans-media studies. We encourage original contributions in the forms of research papers, position papers, posters and demonstrations, presenting new scientific results, innovative theories, novel technological implementations, case studies and creative artistic projects in the field of Interactive Digital Storytelling and its possible applications in different domains. We particularly welcome research on topics in the following four areas:

THEORETICAL FOUNDATIONS

- Theories and aesthetics of interactive storytelling
- Narratology for interactive media
- Cognitive, conative and affective aspects of narrative interactive systems
- Models of narrative logic
- The role of the author/designer in interactive storytelling

TECHNICAL ADVANCES

- Story/world generation and experience management
- Virtual characters and virtual humans
- Autonomous agents and multi-agent systems
- Synthetic actors
- Semantic knowledge representation and reasoning about stories
- Natural language generation and understanding
- Non-verbal interactive stories
- User modeling and narrative user interfaces
- Authoring modes and tools for interactive digital storytelling
- Media, VR and game technologies for interactive storytelling

ANALYSES AND EVALUATION OF SYSTEMS

- Methods for testing user experience in interactive storytelling
- Evaluation of interactive storytelling applications
- Reviews, critical and normative analysis of creative works
- Case studies, post-mortems and best practices

CURRENT AND FUTURE USAGE SCENARIOS AND APPLICATIONS

- Collaborative storytelling environments and multi-user systems
- Social, ubiquitous and mobile storytelling
- Interactive narratives in digital games
- Interactive cinema and television
- Interactive storyworlds
- Interactive non-fiction and interactive documentaries
- Interactive narratives as tools for learning in teaching, e-learning, training and edutainment
- Interactive narratives used in health, rehabilitation and exercise
- Interactive storytelling in roleplay, larp, theatre and improvisation
- Collaborative authoring
- Interactive narrative in the real world (live installations)
- Interactive narratives in museums
- Future applications

SUBMISSIONS

The review process for ICIDS will be double blind. Authors should remove all identifying information from their submissions. If you are uncertain as to how to anonymize your submission, the following guidelines are worth looking at: <http://www.chi2005.org/cfp/anonymous.html>.

All submissions must follow the Lecture Notes in Computer Science (LNCS) format, available at: <http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>

Papers must be written in English, and only electronic submissions in PDF format will be considered for review.

Submissions that receive high ratings in the peer review process will be selected for publication by the program committee as Springer LNCS conference proceedings. For the final print-ready version, the submission of source files (Microsoft Word/LaTeX, TIF/EPS) and a signed copyright form will be required.

All submissions will be processed using the EasyChair Online Conference System. Authors are advised to register a new account well in advance of the paper submission deadline:

<https://easychair.org/conferences/?conf=icids2015>

THE SUBMISSION CATEGORIES ARE:

- **Full papers** (10-12 pages in the main proceedings) describing interesting, novel results or completed work in all areas of interactive digital storytelling and its applications.
- **Short papers** (6-8 pages in the main proceedings) presenting exciting preliminary work or novel, thought-provoking ideas in their early stages.
- **Demonstrations and posters** (2-4 pages in the backmatter of the proceedings) describing working, presentable systems or brief explanations of a research project.

IMPORTANT DATES

- **Submission deadline - June 19th, 2015** (11:59 pm. Hawaii Standard Time)
Authors are strongly advised to upload their submissions well in advance of this deadline.
- **August 21st, 2015** - Accept/reject notifications sent to authors.
- **September 7th, 2015** - Camera-ready copy due.
- **November 30-December 4, 2015** - ICIDS Conference.

WORKSHOP PROPOSALS

Workshops can vary in length, from half a day to a full day. Proposals for workshops should be two to four pages in length, and include the following information:

1. A brief technical description of the workshop, explaining its goals, topic and expected outcome.
2. A format and proposed schedule, including audience, and a short draft of the call for participation.
3. The names, affiliations and email addresses of the proposed organizing committee. This committee should consist of two to four people recognized in the area.
4. The primary contact for the organizing committee.
5. If available, a list of tentatively confirmed attendees.

Workshop organizers must submit their proposals to:
icids2015@gmail.com by July 19, 2015.

INTERNATIONAL ART EXHIBITION

Since 2010, ICIDS has been hosting an international art exhibition open to the general public. A separate call for the International Art Exhibition will be issued shortly.

ORGANIZATION

The conference will be hosted by the Department of Architecture, Design and Media Technology (<http://media.aau.dk/>) in collaboration with the Center for Applied Game Research, the Augmented Cognition Lab, and the ReCreate Center.

Organising committee chairs:

Luis Emilio Bruni, Aalborg University, Copenhagen

Henrik Schoenau-Fog, Aalborg University, Copenhagen

Programme Committee Chair:

Sandy Louchart, The Glasgow School of Art (Digital Design Studio)

CONTACT

Questions about the conference should be directed to the organizers at:
icids2015@gmail.com

For further information and for updates please visit the webpage at
<http://icids2015.aau.dk/>