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Introduction : people, stories and games -- Story structure : character - plot - story technique -- Game structure : game experience - rules and scoring - gameplay -- Merging stories and games : structures - branching and hypertext - common pitfalls -- Story environments : designing for participation - experiments.

Interactive storytelling : techniques for 21st century fiction

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Interactive Storytelling Techniques For 21st Century

Interactive storytelling is a form of digital entertainment in which the storyline is not predetermined. The author creates the setting, characters, and situation which the narrative must address, but the user experiences a unique story based on their interactions with the story world. The architecture of an interactive storytelling program includes a drama manager, user model, and agent model to control, respectively, aspects of narrative production, player uniqueness, and character knowledge a

Interactive storytelling - Wikipedia

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We are on the verge of creating an exciting new kind of interactive story form that will involve audiences as active participants. This book provides a solid foundation in the fundamentals of classical story structure and classical game structure and explains why it has been surprisingly difficult to bring these two activities together. With this f

What really makes a video game story interactive? What's the best way to create an interactive story? How much control should players be given? Do they really want that control in the first place? Do they even know what they want-or are their stated desires at odds with the unconscious preferences? All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy XIII, Heavy Rain, and Metal Gear Solid), and how players interact with them, and an in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives. With Interactive Storytelling for Video Games, you'll:

This book constitutes the refereed proceedings of the Third International Conference on Interactive Digital Storytelling, ICIDS 2010, held in Edinburgh, UK, in November 2010. The book includes 3 keynotes, 25 full and short papers, 11 posters, 4 demonstration papers, 6 workshop papers, and 1 tutorial. The full and short papers have been organized into the following topical sections: characters and decision making; story evaluation and analysis; story generation; arts and humanities; narrative theories and modelling; systems; and applications.

Since its inception, narratology has developed primarily as an investigation of literary narrative fiction. By grappling with semiotic media other than language and technology other than print, the text reveals how digital media convey meaning and create stories.

This book constitutes the refereed proceedings of the 13th International Conference on Entertainment Computing, ICEC 2014, held in Sydney, Australia, in October 2013. The 20 full papers, 6 short papers and 8 posters presented were carefully reviewed and selected from 62 submissions. In addition to these papers, the program featured 3 demonstration papers, and 2 workshops. The papers cover various aspects of entertainment computing including authoring, development, use and evaluation of digital entertainment artefacts and processes.

Just as the explosive growth of digital media has led to ever-expanding narrative possibilities and practices, so these new electronic modes of storytelling have, in their own turn, demanded a rapid and radical rethinking of narrative theory. This timely volume takes up the challenge, deeply and broadly considering the relationship between digital technology and narrative theory in the face of the changing landscape of computer-mediated communication. *New Narratives* reflects the diversity of its subject by bringing together some of the foremost practitioners and theorists of digital narratives. It extends the range of digital subgenres examined by narrative theorists to include forms that have become increasingly prominent, new examples of experimental hypertext, and contemporary video games. The collection also explicitly draws connections between the development of narrative theory, technological innovation, and the use of narratives in particular social and cultural contexts. Finally, *New Narratives* focuses on how the tools provided by new technologies may be harnessed to provide new ways of both producing and theorizing narrative. Truly interdisciplinary, the book offers broad coverage of contemporary narrative theory, including frameworks that draw from classical and postclassical narratology, linguistics, and media studies.

Digital branding is a demanding management task, requiring comprehensive attention to detail and the highest levels of expertise. Digital branding means brand management in digital media and technologies. Employing its particular capabilities, digital branding seeks to raise the profile of the brand and to systematically shape it over the long term. Successful digital branding is not an isolated instance, but rather a piece of holistic brand management: visitors should experience digital offerings in the same way they experience the brand in television, radio and print. Following a primer on brand management and the particulars of digital media and technologies, the reader experiences how to present a brand using digital brand storytelling. In the latter portion of the eBook, the reader will learn advanced methods and techniques used to generate strong, ownable emotions around a brand.

In this book the reader will find a collection of 31 papers presenting different facets of Human Computer Interaction, the result of research projects and experiments as well as new approaches to design user interfaces. The book is organized according to the following main topics in a sequential order: new interaction paradigms, multimodality, usability studies on several interaction mechanisms, human factors, universal design and development methodologies and tools.

"This book discusses the need for interdisciplinary awareness in the study of games and learning"--Provided by publisher.

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