

 <h1>Virtual Storytelling</h1> <p>"Using Virtual Reality Technologies for Storytelling"</p>	
	
	
	

**November 30 - December 2, 2005  
Strasbourg, France**

Sponsored by:

- *Iconoval - Pôle Image Alsace*

Organized in collaboration with:

- *AFiG - French Association of Computer Graphics*
- *GT-RV - French Virtual Reality Working Group*
- *2<sup>nd</sup> France-Asia Workshop in Virtual Reality*

With the scientific participation of:

- *DAPPLE Network - Drama and Performance in Pleasurable Personal Learning Environments*
- *TIDSE Conference - Technologies for Interactive Digital Storytelling and Entertainment*

With the support of:

- *French Ministry of Research*
- *Alsace Regional Council, General Council of Bas-Rhin*
- *Urban Community of Strasbourg*
- *INSCAPE Integrated Project supported by the European Community.*

**Registration forms are available on the Web site.**

**Web site:** <http://www.virtualstorytelling05.iconoval.fr>

**Contact:** [Gerard.Subsol@wanadoo.fr](mailto:Gerard.Subsol@wanadoo.fr)

## TENTATIVE PROGRAM

- 4 invited lectures:

- “Did it make you cry? Creating Dramatic Agency in Immersive Environments” by Janet Murray, Professor, School of Literature, Communication and Culture, Georgia Institute of Technology, U.S.A.



*Janet H. Murray is Professor and Director of the Graduate Program in Digital Media in the School of Literature, Communication, and Culture at Georgia Tech, U.S.A. An internationally recognized interactive designer, she is the author of Hamlet on the Holodeck: The Future of Narrative in Cyberspace, which has been hailed as the Aristotle's Poetics of the digital age, and translated into six languages. Her current projects include directing an interactive TV prototyping lab and creating a digital edition of Casablanca.*

- “Virtual Reality Technology for Museum Exhibits” by Michitaka Hirose, Professor, Research Center for Advanced Science and Technology, The University of Tokyo, Japan



*Michitaka Hirose is a professor of computer science and multimedia at the Research Center for Advanced Science and Technology (RCAST) at the University of Tokyo. He received BE, ME and PhD degrees from the University of Tokyo in 1977, 1979 and 1982 respectively. His research interests include human interface, wearable computers, ubiquitous computing and virtual reality. Recently, he supervised “VR Theater of Mayan Ruins” and “Ubiquitous Gaming” at the National Science Museum as a project leader of SVR project sponsored by Ministry of General Affairs and Telecommunication.*

- “Letting the Audience onto the Stage: The Potential of VR Drama” by Ernest W. Adams, Consultant for the interactive entertainment industry, U.K.



*Ernest Adams is a videogame design consultant, writer, and teacher, working with the International Hobo design group. He has been in the game industry for 16 years, and was most recently employed as a lead designer at Bullfrog Productions on the Dungeon Keeper series. He is the author of two books, and also writes the popular Designer's Notebook columns for the Gamasutra developers' webzine.*

- “The Role of Tangibles in Interactive Storytelling” by Ana Paiva, Professor, GAIPS, INESC-ID / Instituto Superior Técnico, Portugal



*Ana Paiva worked primarily on intelligent agents for a new generation of human-computer interactions. More specifically she is currently responsible for a number of research projects on synthetic characters, affective interactions and emotion based architectures for intelligent agents. Her Group has developed a set of intelligent interactive environments, inhabited by synthetic characters, in particular Tristão and Isolda, Vincent and Teatrix.*

- 1 special presentation on “Virtual Storytelling in EU Framework Programme 7” by Max Lemke, European Commission, Brussels, Belgium) 
- 21 thirty-minute regular presentations selected by 2 or 3 members of the international Program Committee.
- 9 posters, demonstrations and art shows.

The working language will be English.

Write-ups of talks and presentations will be published by Springer as volume 3805 of Lecture Notes in Computer Science series and will be available during the conference.

## WEDNESDAY NOVEMBER 30, 2005

14:00-14:15 Introduction

14:15 - 15:15 Invited Lecture

(with the support of the France-Asia Workshop on Virtual Reality)

**Virtual Reality Technology and Museum Exhibit**

*Michitaka Hirose*

*(Research Center for Advanced Science and Technology, Univ. of Tokyo, Japan)*

15:15 - 16:00 Coffee break / Poster-Demo-Art Show Session

16:00-18:00 Session: Virtual Reality Technologies for Storytelling

*Chairpersons:*

*Dominique Bechmann (University Louis Pasteur, France - AFIG/France-Asia Workshop on VR)*

*Michitaka Hirose (University of Tokyo, Japan)*

**A Context-based Storytelling with a Responsive Multimedia System (RMS)**

*Youngho Lee, Sejin Oh, Woontack Woo*

*(GIST U-VR Lab, South.Korea)*

**FELIX 3D Display: Human-Machine Interface for Interactive real Three-Dimensional Imaging**

*Knut Langhans, Klaas Oltmann, Sebastian Reil, Lars Goldberg, Hannes Hatecke*

*(Youth Research Center, Vincent-Luebeck-High-School, Germany)*

**Proposing Daily Visual Feedback as an Aide to Reach Personal Goals**

*Ana C. Andrés del Valle, Agata Opalach*

*(Accenture Technology Labs, Sophia Antipolis, France)*

**Sound Navigation in PHASE installation: producing music as performing a game using haptic feedback**

*Roland Cahen, Xavier Rodet, Jean-Philippe Lambert*

*(Ircam, Paris, France)*

## THURSDAY DECEMBER 1, 2005

### 8:30-9:30 Invited lecture

#### Did it make you cry? Creating Drama Agency in Immersive Environments

Janet Murray  
(School of Literature, Communication, and Culture, Georgia Tech, U.S.A.)

### 9:30-10:30 Session: Virtual Characters

Chairperson:  
Stefan Göbel (ZGDV Darmstadt e.V., Digital Storytelling Department, Germany - TIDSE)

#### Action Planning for Virtual Human Performances

Markus Löckelt  
(DFKI GmbH, Saarbrücken, Germany)

#### An Emotional Architecture for Virtual Characters

Ricardo Imbert, Angélica de Antonio  
(Facultad de Informatica, Universidad Politécnica de Madrid, Spain)

#### Generating Verbal and Nonverbal Utterances for Virtual Characters (poster/demo)

Benjamin Kempe, Norbert Pflieger, Markus Löckelt  
(DFKI GmbH, Saarbrücken, Germany)

#### Scenejo - An Interactive Storytelling Platform (poster/demo)

Sebastian Weiss<sup>1</sup>, Wolfgang Müller<sup>2</sup>, Ulrike Spierling<sup>3</sup>, Florian Steimle<sup>4</sup>

<sup>1</sup> Team For Hire, Germany

<sup>2</sup> Anhalt University of Applied Sciences, Dept. of Computer Science, Germany

<sup>3</sup> FH Erfurt, Univ. of Applied Sciences, Erfurt, Germany

<sup>4</sup> Univ. of Frankfurt, Dept. of Computer Science, Germany)

### 10:30-11:15 Coffee break / Poster-Demo-Art Show Session

### 11:15-12:45 Session: Drama and Emotion

Chairpersons:  
Ruth Aylett (MACS, Heriot-Watt University, Edinburgh, U.K. - DAPPPLE Network)  
Janet Murray (School of Literature, Communication, and Culture, Georgia Tech, U.S.A.)

#### Formal Encoding of Drama Ontology

Rossana Damiano, Vincenzo Lombardo, Antonio Pizzo  
(Dept. di Informatica and CIRMA, Italy  
Dept. Discipline Artistiche, della Musica e dell'Arte and CIRMA, Italy)

#### Emotional Spectrum developed by Virtual Storytelling

Nelson Zagalo, Ana Torres, Vasco Branco  
(Department of Communication and Art, University of Aveiro, Portugal)

#### The Control of Agents' Expressivity in Interactive Drama

Nicolas Szilas<sup>1,2</sup>, Maurizio Mancini<sup>1</sup>

<sup>1</sup> LINC, IUT de Montreuil, France

<sup>2</sup> Department of Computing, Macquarie University, Australia)

#### Agency and the "Emotion Machine" (poster/demo)

Josephine Anstey  
(University at Buffalo, U.S.A.)

#### Environment Expression: Telling Stories through Cameras, Lights and Music (poster/demo)

Celso de Melo, Ana Paiva  
(IST- Technical University of Lisbon and INESC-ID, Portugal)

### 12:45-14:15 Lunch

### 14:15-14:45 Special Presentation: Virtual Storytelling in EU Framework Programme 7

#### Simulation visualisation, interaction, mixed reality - towards EU Framework Programme 7

Max Lemke  
(European Commission, Brussels, Belgium)

**14:45-16:15 Session: Interactive Digital Storytelling**

*Chairperson:*

*Ulrike Spierling (FH Erfurt, Univ. of Applied Sciences, Erfurt, Germany- TIDSE)*

**Toward Interactive Narrative**

*Ken Perlin*

*(Media Research Laboratory, New York University, U.S.A.)*

**Managing a non-linear scenario - A narrative evolution**

*Sandy Louchart<sup>1</sup>, Ruth Aylett<sup>2</sup>*

*(<sup>1</sup> Centre for Virtual Environments, University of Salford, U.K.*

*<sup>2</sup> MACS, Heriot-Watt University, Edinburgh, U.K.)*

**Motif Definition and Classification to Structure Non-Linear Plots and to Control the Narrative Flow in Interactive Dramas**

*Knut Hartmann, Sandra Hartmann, Matthias Feustel*

*(Dept. of Simulation and Graphics, University of Magdeburg, Germany)*

**INSCAPE: Storymodels for Interactive Storytelling and Edutainment Applications (poster/demo)**

*Stefan Göbel, Felicitas Becker, Axel Feix*

*(ZGDV Darmstadt e.V., Digital Storytelling Department, Germany)*

**Meta-Data for Interactive Storytelling (poster/demo)**

*Norbert Reithinger, Elsa Pecourt, Mina Nikolova*

*(DFKI GmbH, Saarbrücken, Germany)*

**16:15-17:00 Coffee break / Poster-Demo-Art Show Session**

**17:00-18:30 Session: Applications**

**The Rapunsel Project**

*Ken Perlin<sup>1</sup>, Mary Flanagan<sup>2</sup>, Andrea Hollingshead<sup>3</sup>*

*(<sup>1</sup> New York University, U.S.A.*

*<sup>2</sup> Hunter College, U.S.A.*

*<sup>3</sup> University of South California, U.S.A.)*

**Automatic Conversion from E-content into Virtual Storytelling**

*Kaoru Sumi<sup>1</sup>, Katsumi Tanaka<sup>1,2</sup>*

*(<sup>1</sup> National Inst. of Information and Communications Technology, Kyoto, Japan*

*<sup>2</sup> Kyoto University, Graduate School of Informatics, Japan)*

**The Lost Cosmonaut: An Interactive Narrative Environment on Basis of Digitally Enhanced Paper**

*Axel Vogelsang<sup>1</sup>, Beat Signer<sup>2</sup>*

*(<sup>1</sup> University of the Arts, Central Saint Martins College, London, U.K.*

*<sup>2</sup> Institute for Information Systems, ETH Zurich, Switzerland)*

**Dream of Mee-luck: Aspiration for a New Dawn (poster/demo)**

*Youngho Lee, Dahee Kim, Youngil Lim, Kyuhyung Kim, Haesun Kim, Woontack Woo*

*(GIST U-VR Lab. Gwangju 500-712, South-Korea)*

**Interactivity and Digital Environments: Designing a Storymap for Gormenghast Explore (poster/demo)**

*Julia Sussner, Maureen Thomas*

*(Digital Studios, Department of Architecture, University of Cambridge, U.K.)*

## FRIDAY DECEMBER 2, 2005

### 9:00-10:00 Invited lecture

**Letting the Audience onto the stage: The potential of VR Drama**  
Ernest W. Adams  
(Designersnotebook, U.K.)

### 10:00-10:45 Coffee break / Poster-Demo-Art Show Session

### 10:45-12:45 Session: New ways of narrative

*Chairperson:*  
*Ken Perlin*

**Embodied reporting agents as an approach to creating narratives from live virtual worlds**  
*Ella Tallyn, Boriana Koleva, Brian Logan, Dan Fielding, Steve Benford, Giulia Gelmini, Neil Madden*  
(Mixed Reality Lab, University of Nottingham, U.K.)

**Telling Stories Knowing Nothing: Tackling the Lack of Common Sense Knowledge in Story Generation Systems**  
*Hans-Georg Struck*  
(Independent Screenwriter)

**How do we build this thing? : Imagining Frameworks for Personal Narratives**  
*Armele Adams*  
(Culture Lab, University of Newcastle upon Tyne, U.K.)

**Beneficial Dependencies: Design Principles for Narrative Games**  
*Ido A. Iurgel*  
(ZGDV, Digital Storytelling Group, Germany)

**Storytelling for the Small Screen: Authoring and Producing Reconfigurable Cinematic Narrative for Sit-back Enjoyment (poster/demo)**  
*Ludvig Lohse, Maureen Thomas*  
(Cambridge University Moving Image Studio, U.K.)

### 12:45-14:15 Lunch

### 14:15-15:15 Invited Lecture (with the support of the DAPPPLE Network)

**The Role of Tangibles in Interactive Storytelling**  
*Ana Paiva*  
(GAIPS, INESC-ID / Instituto Superior Técnico, Portugal)

### 15:15-16:15 Session: Interactivity

*Chairperson:*  
*Ana Paiva (GAIPS, INESC-ID / Instituto Superior Técnico, Portugal)*

**Enabling Communications-Based Interactive Storytelling Through a Tangible Mapping Approach**  
*Norman Lin<sup>1,3</sup>, Kenji Mase<sup>2,3,1</sup>, Yasuyuki Sumi<sup>4,1</sup>, Tomoji Toriyama<sup>1</sup>*  
(<sup>1</sup> Advanced Telecommunications Research International, Kyoto, Japan  
<sup>2</sup> Nagoya University, Information Technology Center, Japan  
<sup>3</sup> Nagoya University, Graduate School of Information Science, Japan  
<sup>4</sup> Kyoto University, Dept of Intelligence Science and Technology, Japan)

**A Multidimensional Scale Model to Measure the Interactivity of Virtual Storytelling<sup>1</sup>**  
*EunKyung Chung, Elizabeth Figa*  
(School of Library and Information Science, University of North Texas, U.S.A.)