# Virtual Storytelling '07

**Fourth International Conference on Virtual Storytelling**

*“Using Virtual Reality Technologies for Storytelling”*

December, 5-7 2007 – Saint-Malo, France


**Conference Co-Chairs:**
Marc Cavazza (University of Teesside, UK),
Stéphane Donikian (INRIA Rennes, France)

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## Program

### Wednesday 5 December

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- Cyril Brom, Vít Šisler, Tomáš Holan. Charles University, Prague, Czech Republic
  Story Manager in Europe 2045 Uses Petri Nets
- Mei Yi Lim, Ruth Aylett. Heriot Watt University, Edinburgh, Scotland
  Narrative Construction in a Mobile Tour Guide
- José L. Fuertes, Angel L. González, Gonzalo Mariscal, Carlos Ruiz. Universidad Politécnica de Madrid, Spain
  Developing Virtual Storytellers for the Virtual Alhambra

### Wine & Cheese Party – Poster & Demo Session

- Federico Peinado, Álvaro Navarro. Universidad Complutense de Madrid, Spain
  RCEI: An API for Remote Control of Narrative Environments
- Guylain Delmas, Ronan Champagnat, Michel Augeraud. University of La Rochelle, France
  Bringing interactivity into Campbell's Heros Journey
- Federico Peinado, Pablo Gervás. Universidad Complutense de Madrid, Spain
  Automatic Direction of Interactive Storytelling: Formalizing the Game Master Paradigm
- Ruth Aylett 1, Marco Vala 2, Pedro Sequeira 2, Ana Paiva 2. 1: Heriot-Watt University, Edinburgh, UK. 2: INESC-ID, Portugal
  FearNot! an emergent narrative approach to virtual dramas for anti-bullying education
- Stefan Rank, Paolo Petta. Austrian Research Institute for Artificial Intelligence, Vienna, Austria
  From ActAffAct to BehBehBeh: Increasing Affective Detail in a Story-World
- Fred Charles 1, Samuel Lemericer 1, Thurid Vogt 1, Nikolaus Bee 2, Maurizio Mancini 3, Jérôme Urbain 1, Marc Price 1, Elisabeth André 2, Catherine Pelachaud 1, Marc Cavazza 1. 1: University of Teesside, UK. 2: Augsburg University, Germany. 3: IUT of Montreuil, University Paris VIII, France. 4: Faculté Polytechnique de Mons, Belgium. 5: BBC Research, Surrey, UK
  Affective Interactive Narrative in the CALLAS Project
- Olivier Delerue 1, Stéphane Donikian 1, Gildas Clénet 2. 1: IRCAM, France. 2: INRIA Rennes, France
  Creating interactive poly-artistic works: the ConceptMove project
Thursday 6 December

09h00 | Session 3 – Authoring Tools and Story Models

- Martyn Dade-Robertson. Culture Lab, Newcastle University, UK
  Visual Scenario Representation in the Context of a Tool for Interactive Storytelling
- Ulrike Spierling. FH Erfurt, University of Applied Sciences, Germany
  Adding Aspects of Implicit Creation to the Authoring Process in Interactive Storytelling
- James Skorupski 1, Lakshmi Jayapalan 2, Sheena Marquez 2, Michael Mateas 1, 2: University of California, Santa Cruz, USA. 2: Electronic Arts
  Wide Ruled: A Friendly Interface to Author-Goal Based Story Generation

10h30 | Coffee break

11h00 | Keynote Speaker 1

- Riccardo Leonardi, Professor, Facoltà di Ingegneria, Università degli Studi di Brescia, Italy
  A Possible Approach to Automatic Video Storytelling

12h00 | Lunch

14h00 | Invited Session: Related EU Projects

- Doug Williams 1, Ian Kegel 1, Marian Ursu 2, Nico Pals 3, Andra Leurdijk 3, 1: BT Research and Venturing, Ipswich, UK, 2: University of London, UK, 3: TNO, Delft, The Netherlands
  Experiments with the Production of ShapeShifting Media: Summary Findings from the Project NM2 (NewMillennium, New Media)
- Martin Flintham 1, Gabriella Giannachi 2, Steve Benford 1, Matt Adams 3, 2: Mixed Reality 2: Laboratory, University of Nottingham, UK. 2: Centre for Intermedia, University of Exeter, UK. 3: Blast Theory, Brighton, UK
  Day of the Figurines: Supporting Episodic Storytelling on Mobile Phones
- Olivier Balet. Virtual Reality & Simulation Department, CS Systèmes d’Information, Toulouse, France
  INSCAPE, An authoring environment for interactive stories

15h30 | Coffee break

16h00 | Invited Talk

- Werner JANUSCH, Project Officer, European Commission, Directorate-General Information Society and Media - Content and Knowledge
  ICT-2007.4.2 (ICT-2007.4.4) Intelligent content and semantics. Overview of the projects selected in the call 1 and presentation of the call 3

From 17h30 | Departure to « Malouinière de la Ville Bague » and Gala Dinner

Friday 7 December

09h00 | Session 4 – User Interactivity

- Ruth Aylett, Sandy Louchart. Heriot Watt University, Edinburgh, Scotland
  Being there: Participants and Spectators in Interactive Narrative
- Narichika Hamaguchi 1, Hiroyuki Kaneko 1, Mamoru Doke 2, Seiki Inoue 1, 1: Science & Technical Research Laboratories, Japan Broadcasting Corporation, Tokyo, Japan. 2: NHK Engineering Services, Tokyo, Japan
  Linkin TV4U: Text-based Production and TV-like Representation for Hyperlinked Video Blogging
- Kaoru Sumi. National Institute of Information and Communications Technology, Tokyo, Japan
  Anime Blog for Collecting Animation Data

10h30 | Coffee break

11h00 | Keynote Speaker 2

- Alain Berthoz, Professor, Collège de France (Laboratoire de la Physiologie de la Perception et de l’Action), Paris, France
  Neural basis of the perception of space, movement and emotions

12h00 | Lunch

14h00 | Panel: Is Interactive Storytelling ready for real-world applications ?

- Alex Whittaker (Eidos Interactive)
- Marc Price (BBC R&D)
- Marc Cavazza (School of Computing and Mathematic, University of Teesside)

15h00 | Closing session (Prizes, announcements)