



Virtual Storytelling'07

“Using Virtual Reality Technologies for Storytelling”

Fourth International Conference on Virtual Storytelling

“Using Virtual Reality Technologies for Storytelling”

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

<http://www.virtualstorytelling.com/VS2007>

Conference Co-Chairs:

Marc Cavazza (University of Teesside, UK),
Stéphane Donikian (INRIA Rennes, France)

Program

Wednesday 5 December

13h00

-

14h00

Registration

14h00

-

15h30

Session 1 – Authoring Tools and Story Models

- *Cyril Brom, Vít Šisler, Tomáš Holan. Charles University, Prague, Czech Republic*
Story Manager in Europe 2045 Uses Petri Nets
- *Mei Yii 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

15h30

-

16h00

Coffee break

16h00

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17h30

Session 2 – Behaviour Modelling

- *Laurence Perron. FT R&D, Lannion, France*
What gestures to perform a Collaborative Storytelling?
- *ICyril Brom¹, Klára Pešková¹, Jirí Lukavský². ¹: Charles University, Prague, Czech Republic. ²: Institute of Psychology, Academy of Sciences, Prague, Czech Republic*
What does your actor remember? Towards characters with a full episodic memory
- *Nicolas Szilas. TECFA, University of Geneva, Switzerland*
BEcool: Towards an Author Friendly Behaviour Engine

18h00

-

20h00

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 Campbells Heros Journey
- *Federico Peinado, Pablo Gervás. Universidad Complutense de Madrid, Spain*
Automatic Direction of Interactive Storytelling: Formalizing the Game Master Paradigm
- *Ruth Aylett¹, Marco Vala², Pedro Sequeira², Ana Paiva². 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 Charles¹, Samuel Lemerclier¹, Thurid Vogt², Nikolaus Bee², Maurizio Mancini³, Jérôme Urbain⁴, Marc Price⁵, Elisabeth André², Catherine Pelachaud³, Marc Cavazza¹. 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 Delerue¹, Stéphane Donikian², Gildas Clénet². ¹: IRCAM, France. ²: INRIA Rennes, France*
Creating interactive poly-artistic works: the ConceptMove project

Thursday 6 December

09h00
-
10h30

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 Skorupski¹, Lakshmi Jayapalan², Sheena Marquez², Michael Mateas².¹: University of California, Santa Cruz, USA. ² Electronic Arts*
Wide Ruled: A Friendly Interface to Author-Goal Based Story Generation

10h30
-

Coffee break

11h00
-
12h00

Keynote Speaker 1

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

12h00
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Lunch

14h00
14h00
15h30

Invited Session: Related EU Projects

- *Doug Williams¹, Ian Kegel¹, Marian Ursu², Nico Pals³, Andra Leurdijk³.¹: 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 Flintham¹, Gabriella Giannachi², Steve Benford¹, Matt Adams³.¹: Mixed Reality²: 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
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Coffee break

16h00
16h00
17h00

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
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Session 4 – User Interactivity

- *Ruth Aylett, Sandy Louchart. Heriot Watt University, Edinburgh, Scotland*
Being there: Participants and Spectators in Interactive Narrative
- *Narichika Hamaguichi¹, Hiroyuki Kaneko¹, Mamoru Doke², Seiki Inoue¹.¹: 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
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Coffee break

11h00
11h00
12h00

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
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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
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Closing session (Prizes, announcements)