

## <<Technologies for Int>>

### 图书基本信息

书名：<<Technologies for Interactive Digital Storytelling and Entertainment 交互式数字讲故事与娱乐用技术/会议录>>

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### 内容概要

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书籍目录

Keynote Speech Embodied Agents and Meaningful Motion Interactive Storytelling Natural Language Understanding in Facade: Surface-Text Processing Stepping into the Interactive Drama From Another Point of View: Art-E-Fact 1, 2, 3... Action! Directing Real Actors and Virtual Characters Object Oriented Prompted Play (O2P2): A Pragmatic Approach to Interactive Narrative Transferring Game Mastering Laws to Interactive Digital Storytelling Narrativity of User Experience: Presence in IVE Based Narrative Systems as Transportation Integrated Decision Points for Interactive Movies Virtual Human Autonomous Virtual Actors Evaluation of a Virtual Narrator's Expressiveness in Terms of Suspense Signaling Emotional Characters for Automatic Plot Authoring Writing Interactive Fiction Scenarios with DraMachina A Toolkit for Authoring Non-linear Storytelling Environments Using Mixed Reality Learning from the Movie Industry: Adapting Production Processes for Storytelling in VRA System to Compose Movies for Cross-Cultural Storytelling Textable Movie Mobile Hopstory: An Interactive, Location-Based Narrative Distributed in Space and Time Mobile Entertainment Computing Learning StoryNet: An Educational Game for Social Skills Inner Earth: Towards Interaction Patterns Media Art Environment Geist: Integrating Traditional Painting into 3D AR Storytelling Scenario Conceptual Models for Interactive Digital Storytelling in Knowledge Media Applications... ... Theory Applications Gaming Demos and Exhibitions Author Index

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