Integrating Research in Interactive Storytelling

Why an Interactive Storytelling NoE?

- Strong academic EU community
  (ICVS + TIDSE = ICIDS)

- Great divergence of approaches and systems, and consensus on the relevance of some topics (e.g. authoring)

- Progress has plateaued, need for a second wind?

- Promote IS in satellite areas
  (Entertainment Computing, Computer Games …)

People don't want Interactive Storytelling!

- If they can't understand the Holodeck™, are technophobic, neo-luddites … loathe 'Last Action Hero' (because of who you know), have not heard of 'Sliding Doors' or 'Smoking/No Smoking'

- Show them: a scene from 'Palombella Rossa' (Nanni Moretti)
  - In which a whole crowd watches the final scene of Doctor Zhivago shouting "turn around!"

The IRIS Consortium

- University of Teesside, GB
- Institut National de la Recherche en Informatique et Automatique, FR
- Fachhochschule Erfurt, DE
- TECFA, Université de Genève, CH
- Vrije Universiteit Amsterdam, NL
- Universität Augsburg, DE
- Université de La Rochelle, FR
- Österreichische Studiengesellschaft für Kybernetik, AT
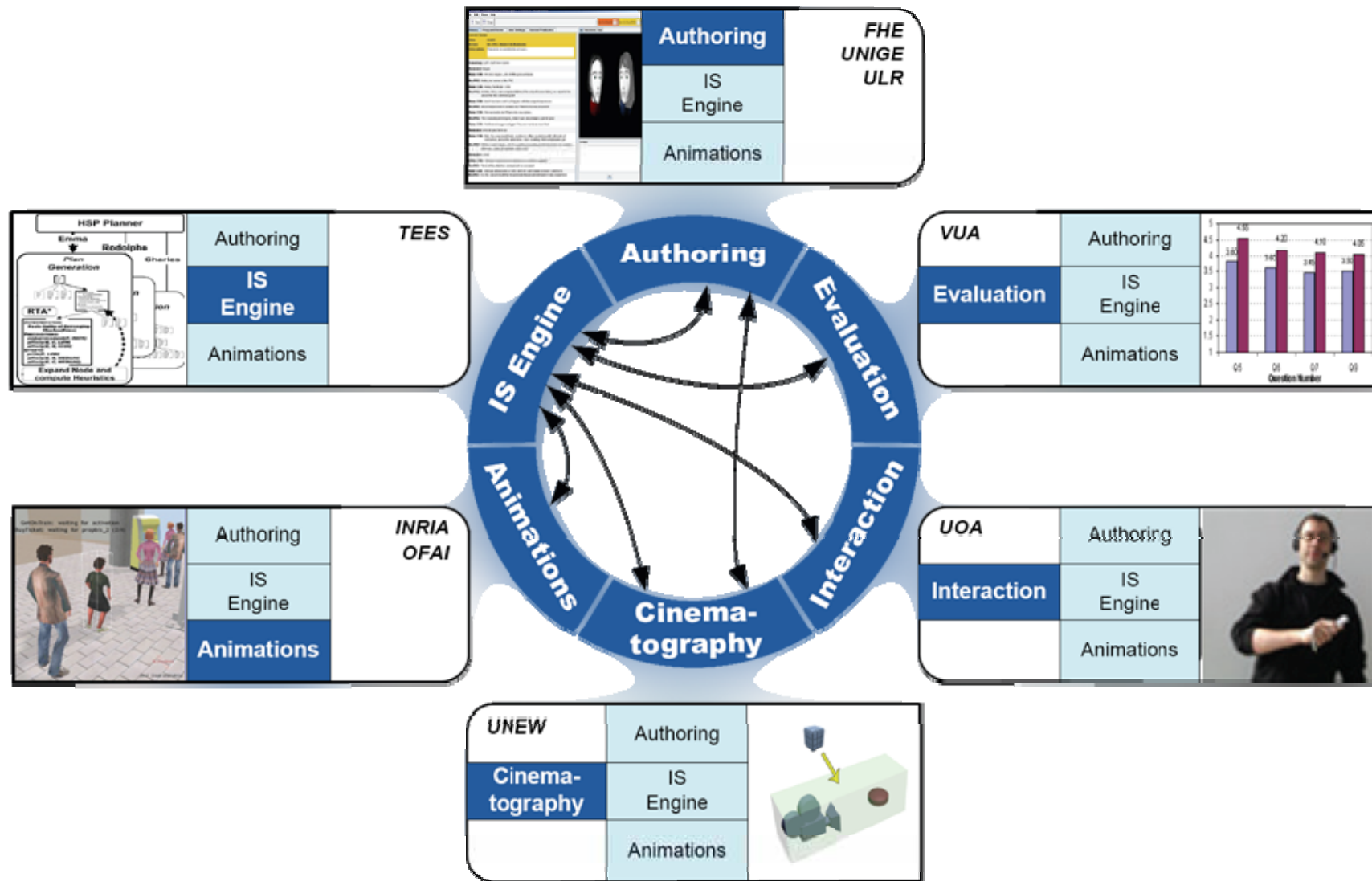- University of Newcastle-Upon-Tyne, GB

Open Issues

- Relations between Action generation and Staging
- Relations between Narrative Formalisms and AI techniques
- Authoring Interactive Narrative
- User Interaction for Interactive Storytelling
- Evaluation Methodologies for Interactive Storytelling

Philosophy

Community

- Which aspects involve the Community at large?
- Corpora and repositories:
  - Scenarios, formalised stories *(finding the 'right' Stories!)*
  - Test suites for evaluation of individual aspects or global performance of Interactive Narrative prototypes
- Technological components (open source) to be released
- Evaluation methodology
- How does it affect the Community?
  - Resources, including teaching/training resources
  - "practical" Workshops in the spirit of the LRRH authoring workshops

There's still plenty of work …