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Interactive Storytelling

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on Interactive Digital Storytelling, ICIDS 2020
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Proceedings

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Preface

This volume constitutes the proceedings of the 13th International Conference on Interactive Digital Storytelling (ICIDS 2020). ICIDS is the premier conference for researchers and practitioners in the foundations, development, and study of interactive narratives and their applications. Authors and participants from varied backgrounds attend this venue to share theoretical, technological, and applied design practices. The annual conference is a dynamic and stimulating interdisciplinary gathering that combines computational narratology, narrative systems, storytelling technology, humanities-inspired theoretical inquiry, empirical research, and artistic expression.

This year's conference has been built around the central theme of "Interactive Digital Narrative Scholarship" – this builds upon a recurrent issue in recent years of the conference which has sought to define the methodologies, scholarly, and scientific basis of Interactive Digital Narrative as an academic discipline. From earlier international joint efforts to integrate research from multiple fields of study to today's endeavors by researchers to provide scholarly works of reference, the conversation on how to advance Interactive Storytelling research as a discipline, with its own epistemology, is a thread that links each ICIDS edition to the next. This year, to emphasize our central theme, we used a dedicated panel in order to explore multiple points of view as well as to encourage audience participation.

These proceedings reflect our conversation as we continue to define the discipline of Interactive Digital Narrative scholarship, anchor the community around it, and work towards rigorously refining the terminology, theory, and methodologies within our field. We have structured the discussion around four main tracks: Narrative Systems (covering technological research from narrative AI to authoring tools), Interactive Narrative Theory (exploring narratological models and literary approaches), Interactive Narrative Impact and Applications (describing the impact of interactive narrative on society and novel applications), and Interactive Narrative Research Discipline and Contemporary Practice (presenting new philosophies and methodologies for research and teaching).

ICIDS 2020 should have been hosted by its organizer, the Department of Creative Technology of Bournemouth University, UK. Due to the worldwide pandemic of COVID-19, the scientific conference, like many others this year, took place online in an alternate format: research papers were presented and discussed during thematic panels in order to favor interaction. These were organized around three keynotes, which provided focus points during the most shared hours of the day across different time-zones. Demonstrations (descriptions included in these proceedings) and a virtual Arts Exhibit featuring more than 30 installations showcased exciting novel work.

Despite the ongoing worldwide turmoil in the months leading to the conference, we received 70 paper submissions (4 posters, 17 short papers, and 49 full papers). Following the review process, the conference accepted 15 full papers, 8 short papers,

and 5 posters, including full or short papers which have been resubmitted in the short paper or the poster category. The acceptance rate for full papers was thus 30.61%.

Building on the experience of previous years, the review process was strictly double-blind, used a structured and detailed review form, and included an extended discussion phase between the reviewers, steered by our area chairs, to attempt to build a consensus opinion. A minimum of three reviews per paper were requested before the decision, with additional reviews solicited on the recommendations of reviewers, or in the light of their discussions. We want to thank our area chairs for their hard work and participation in the meta-reviews process: Fred Charles, James Cole, Sarah Harmon, Sandy Louchart, Valentina Nisi, Catia Prandi, Anastasia Salter, and Henrik Schønau Fog.

Finally we want to express our gratitude to all the members of our research community who accepted to serve as reviewers this year, as we recognize the difficulties many of us will have been facing in our personal lives. Their commitment to providing high-quality reviews and constructive and insightful discussions is a credit to our community.

November 2020

Anne-Gwenn Bosser
David E. Millard
Charlie Hargood

ARDIN, the Association for Research in Digital Interactive Narratives

ARDIN's purpose is to support research in Interactive Digital Narratives (IDN), in a wide range of forms, be that video and computer games, interactive documentaries and fiction, journalistic interactives, art projects, educational titles, transmedia, virtual reality and augmented reality titles, or any emerging novel forms of IDN.

ARDIN provides a home for an interdisciplinary community and for various activities that connect, support, grow, and validate said community. The long-term vision for the suite of activities hosted by ARDIN includes membership services such as a community platform, newsletters, job postings, and support for local gatherings, but also conferences, publication opportunities, research fellowships, and academic/professional awards.

ICIDS is the main academic conference of ARDIN. Additional international and local conferences are welcome to join the organization. The Zip-Scene conference, focused on eastern Europe, is the first associated conference.

Diversity is important to ARDIN. The organization will strive towards gender balance and the representation of different people from different origins. Diversity also means to represent scholars at different levels of their careers.

No ARDIN member shall discriminate against any other ARDIN member or others outside of the organization in any way, including but not limited to gender, nationality, race, religion, sexuality, or ability. Discrimination against these principles will not be tolerated and membership in ARDIN can be withdrawn based on evidence of such behavior.

The association is incorporated as a legal entity in Amsterdam, The Netherlands. First proposed during the ICIDS 2017 conference in Madeira, Portugal, the association was officially announced at ICIDS 2018 in Dublin, Ireland. During its foundational year, members of the former ICIDS Steering Committee continued to serve as the ARDIN board as approved by the first general assembly at ICIDS 2018. The current board structure and membership were approved at the second general assembly at ICIDS 2019 in Utah, USA, and as of September 2020, ARDIN has more than 170 members. More information about ARDIN can be found at <https://ardin.online/>.

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