

Intelligent Narrative Technologies 7

June 17-18, 2014. Milwaukee, WI

DAY 1 (6/17)			
Opening Remarks		Ian & Jichen	
Invited Talk		Stephan Vladimir Bugaj	
break		10:45-11:00	
Theory and Practice I (session chair: Alex Mitchell)			
An Interactive Narrative System for Narrative-Based Games for Health	Langxuan Yin, Timothy Bickmore and Nick Montfort	Full	11:00-11:40
Narrative Causal Impetus: Governance through situational shift in Game of Thrones	Beth Cardier	Full	11:40-12:20
break		12:20-2:00	
Demo & Paper Spotlight (session chair: Kate Compton)			
Interactive Narrative for Blender Game Engine using Curveship	Damon Baker	Demo	2:00-2:15
Modeling Social Group Membership Using an Interactive Narrative Authoring Platform	D. Fox Harrell, Dominic Kao, Chong-U Lim, Jason Lipshin, Ainsley Sutherland and Julia Makivic	Demo	2:15-2:30
The HypeDyn Procedural Hypertext Fiction Authoring Tool	Alex Mitchell	Demo	2:30-2:45
Capturing Triadic Conversations - A Visual Director System for Dynamic Interactive Narratives	Bingjie Xue and Stefan Rank	Poster	2:45-3:00
Telling the difference between asking and stealing: moral emotions in value-based narrative characters.	Cristina Battaglino, Rossana Damiano and Joao Dias	Poster	3:00-3:15
break		3:15-3:30	
NLP 1 (session chair: Aaron Reed)			
Toward Automatic Character Identification in Unannotated Narrative Text	Josep Valls-Vargas, Jichen Zhu and Santiago Ontañón	Full	3:30-4:10
Minimal Narrative Annotation Schemes and Their Applications	Elahe Rahimtoroghi, Thomas Corcoran, Reid Swanson, Marilyn A. Walker, Kenji Sagae and Andrew S. Gordon	Full	4:10-4:50

DAY 2 (6/18)			
Generation (session chair: Ian Horswill)			
Generative Story Worlds as Linear Logic Programs	Chris Martens, João Ferreira and Anne-Gwenn Bosser	Full	9:30-10:10
Tracery: Approachable Story Grammar Authoring for Casual Users	Kate Compton, Benjamin Filstrup and Michael Mateas	Poster	10:10-10:25
Creating Dream-like Game Worlds through Procedural Content Generation	Clara Fernandez Vara	Full	10:25-11:05
break			11:05-11:20
NLP 2 (session chair: Jichen Zhu)			
Expressing the Narrator's Expectations	Nick Montfort, Erik Stayton and Andrew Campana	Full	11:25-12:05
Toward Recombinant Dialogue in Interactive Narrative	James Owen Ryan, Marilyn Walker and Noah Wardrip-Fruin	Short	12:05-12:35
break			12:35-2:00
Theory and Practice II (session chair: Clara Fernandez Vara)			
The Eureka: A Design Pattern in Expressive Storygames	Aaron Reed, Noah Wardrip-Fruin and Michael	Short	2:00-2:30
Opportunistic Storytelling: An Experience-Oriented Strategy for Playable Interactive Narratives	Emmett Tomai	Poster	2:30-2:45
Coffee: A Misunderstanding	Deirdra Kiai	Demo	2:45-3:00
break			3:00-3:15
Closing Remarks & Community Meeting			3:15-4:00
Poster & Demo Session			4:00-6:00