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Gérard Subsol (Ed.)

# Virtual Storytelling

Using Virtual Reality Technologies  
for Storytelling

Third International Conference, ICVS 2005  
Strasbourg, France, November 30 – December 2, 2005  
Proceedings



Springer

Volume Editor

Gérard Subsol  
81 chemin de la Garenne  
34160 Saint Geniès des Mourgues, France  
E-mail: gerard.subsol@wanadoo.fr

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## Preface

The 1st International Conference on Virtual Storytelling took place on September 27–28, 2001, in Avignon (France) in the prestigious Popes' Palace. Despite the tragic events of September 11 that led to some last-minute cancellations, nearly 100 people from 14 different countries attended the 4 invited lectures given by international experts, the 13 scientific talks and the 6 scientific demonstrations.

Virtual Storytelling 2003 was held on November 20–21, 2003, in Toulouse (France) in the Modern and Contemporary Art Museum “Les Abattoirs.” One hundred people from 17 different countries attended the conference composed of 3 invited lectures, 16 scientific talks and 11 posters/demonstrations.

Since autumn 2003, there has been strong collaboration between the two major virtual/digital storytelling conference series in Europe: Virtual Storytelling and TIDSE (Technologies for Interactive Digital Storytelling and Entertainment). Thus the conference chairs of TIDSE and Virtual Storytelling decided to establish a 2 year turnover for both conferences and to join the respective organizers in the committees.

For the third edition of Virtual Storytelling, the Organization Committee chose to extend the conference to 3 days so that more research work and applications could be presented, to renew the Scientific and Application Board, to open the conference to new research or artistic communities, and to call for the submission of full papers and no longer only abstracts so as to make a higher-level selection.

We hope that all the objectives were met: Virtual Storytelling 2005 comprised 4 invited lectures, 21 scientific talks and 9 posters/demonstrations. Moreover, Virtual Storytelling 2005 was organized within the framework of the Virtual Reality Week of Strasbourg that also combines the Annual Workshop of AFIG, the French Association of Computer Graphics and the 2nd France-Asia Workshop in Virtual Reality. The conjunction of all these scientific meetings and the close collaboration at a European level with the DAPPPLÉ (Drama and Performance in Pleasurable Personal Learning Environments) research network, the TIDSE conference organizers and the INSCAPE Integrated Project made Virtual Storytelling 2005 a key high-level scientific and artistic event in 2005.

Strasbourg, November 2005

G rard Subsol

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## Acknowledgements

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Virtual Storytelling 2005 also benefitted from the scientific support of the DAPPPLE (Drama and Performance in Pleasurable Personal Learning Environments) research network and from the TIDSE (Technologies for Interactive Digital Storytelling and Entertainment) conference organizers.

The conference organizers would like to thank Iconoval and its institutional partners — French Ministry of Research, Alsace Regional Council, General Council of Bas-Rhin, and Urban Community of Strasbourg— for funding the conference. This allowed for low registration fees in order that researchers, artists, students and SME representatives could easily attend the conference.

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The conference website installation and management was graciously offered by the INSCAPE Integrated Project supported by the European Union.

We would also like to thank the members of the Scientific and Application Board who helped the organizers to define the conference topics and proposed names of experts for the Program Committee. The members of the Program Committee deserve special acknowledgement for their superb job in reviewing the full papers with such remarkable care and moreover... for meeting the deadline!

Finally, we wish to thank all the people who were involved in the organization of this conference on so innovative a topic.