

Contents

<i>Foreword</i>	ix
NICK MONTFORT	

<i>Acknowledgments</i>	xv
------------------------	----

1 Introduction: Perspectives on Interactive Digital Narrative	1
HARTMUT KOENITZ, GABRIELE FERRI, MADS HAAHR, DIĞDEM SEZEN AND TONGUÇ İBRAHİM SEZEN	

SECTION I: IDN HISTORY

Introduction: A Concise History of Interactive Digital Narrative	9
HARTMUT KOENITZ, GABRIELE FERRI, MADS HAAHR, DIĞDEM SEZEN AND TONGUÇ İBRAHİM SEZEN	

2 The American Hypertext Novel, and Whatever Became of It?	22
SCOTT RETTBERG	

3 Interactive Cinema in the Digital Age	36
CHRIS HALES	

4 The Holodeck is all Around Us—Interface Dispositifs in Interactive Digital Storytelling	51
NOAM KNOLLER AND UDI BEN-ARIE	

SECTION II: IDN THEORY

Introduction: The Evolution of Interactive Digital Narrative Theory	67
HARTMUT KOENITZ, GABRIELE FERRI, MADS HAAHR, DIĞDEM SEZEN AND TONGUÇ İBRAHİM SEZEN	

5	Narrative Structures in IDN Authoring and Analysis	77
	GABRIELE FERRI	
6	Towards a Specific Theory of Interactive Digital Narrative	91
	HARTMUT KOENITZ	
7	Emotional and Strategic Conceptions of Space in Digital Narratives	106
	MARIE-LAURE RYAN	
8	A Tale of Two Boyfriends: A Literary Abstraction Strategy for Creating Meaningful Character Variation	121
	JANET H. MURRAY	
9	Reconsidering the Role of AI in Interactive Digital Narrative	136
	NICOLAS SZILAS	
SECTION III: IDN PRACTICE		
	Introduction: Beyond the Holodeck: A Speculative Perspective on Future Practices	151
	HARTMUT KOENITZ, GABRIELE FERRI, MADS HAAHR, DIĞDEM SEZEN AND TONGUÇ İBRAHİM SEZEN	
10	Interaction Design Principles as Narrative Techniques for Interactive Digital Storytelling	159
	ULRIKE SPIERLING	
11	Posthyperfiction: Practices in Digital Textuality	174
	SCOTT RETTBERG	
12	Emergent Narrative: Past, Present and Future of an Interactive Storytelling Approach	185
	SANDY LOUCHART, JOHN TRUESDALE, NEIL SUTTIE AND RUTH AYLETT	
13	Learning through Interactive Digital Narratives	200
	ANDREEA MOLNAR AND PATTY KOSTKOVA	
14	Everting the Holodeck: Games and Storytelling in Physical Space	211
	MADS HAAHR	

15 Narrative Explorations in Videogame Poetry DIĞDEM SEZEN	227
16 Artistic Explorations: Mobile, Locative and Hybrid Narratives MARTIN RIESER	241
17 Remaking as Revision of Narrative Design in Digital Games TONGUÇ İBRAHİM SEZEN	258
<i>Contributors</i>	272
<i>Index</i>	281

FIELD IN FORMATION

As I have noted the above, this collection is also important because of how it shows a lack—not any lack inherent in this particular project overall, or in any one essay, but rather something that is incomplete in the intellectual area, which is still in the process of coalescing into a field. This nascent field has advanced but not solved its initial conceptual problems. That is part of what makes it exciting. This book, after all, is not a festchrift for a body of work that has essentially been concluded, but it is an important part of the foundation for those of us still establishing major ideas, directions and practices.