Interactive Storytelling: A Cross-Media Approach to Writing

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Aula Pitagora, Macroarea Ingegneria

Interactive Storytelling is the venture to deliver a story to an audience that can intervene in the course of action. Stories can be built for entertainment, information, knowledge dissemination. In these days, the interactive storytelling mediated by the computer has become an essential component of contemporary communication and creativity. Going cross-media, Interactive Storytelling abstracts from the specific languages involved (game playing, web browsing, live performance) and provides tools to address societal challenges by representing, experiencing and comprehending complex phenomena. The production of interactive digital narratives needs knowledge into both the story construction skills and the techniques (including AI) that implement such stories. This seminar, follows the publishing of

Interactive-Storytelling: A Cross-Media Approach to Writing, Producing and Editing with AI (https://www.routledge.com/Interactive-Storytelling), (Routledge, 2023),

The book is part of the challenge of changing the status of Interactive Storytelling from being singular achievements of practitioners to a general practice for researchers and media professionals who address the communication of complex issues.
We merge algorithmic and AI approaches with basic writing techniques, assuming the perspective of the storyteller and focusing on elements shared across different fields of communication.

The seminar will be also streamed on MS Teams for interested but distant participants. For more information and the links, please contact:
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