SCOPE of the Symposium

Narrative is a pervasive aspect of all human societies. Human beings make sense of the world by constructing stories and listening to the stories of others. In addition, stories as a form of entertainment play a central role in our social and leisure lives. As a result, story and narrative have become a key interest for Artificial Intelligence researchers. The role of narrative as a primary mechanism for organizing human experience has been recognized in many different fields. Work in narrative has become increasingly multidisciplinary with influences from many fields including art, psychology, cultural and literary studies, as well as drama.

The 1999 AAAI Fall Symposium on Narrative Intelligence was a successful multidisciplinary gathering of researchers emphasizing both interactive as well as non-interactive forms of narrative intelligence. The symposium focused on various topics including narrative theory, autonomous performance agents, narrative interfaces, narrative generation, narrative understanding, and interactive story.

The 2007 AAAI Fall Symposium on Intelligent Narrative Technologies served as a forum specifically dedicated to narrative and AI research. It brought together AI researchers of both interactive and non-interactive narrative technologies, cognitive psychologists, and narrative theorists with the goal of discussing the fundamental issues in representing, presenting, adapting, and reasoning about narrative. The discussions and presentations at the symposium resulted in many interesting questions, several of which remained unanswered at the time of the symposium's end.

The 2009 AAAI Spring Symposium on Intelligent Narrative Technologies II aims at advancing research in narrative technologies (interactive and non-interactive) by bringing together relevant research communities to discuss innovations, progress and developing work following the 2007 Symposium.

In 2009, the symposium will further focus discussions and presentations on the following themes:

• Designing computer systems to reason about, perform, and adapt narrative structures for interactive and non-interactive technologies.
• Natural language understanding and generation
• Authoring paradigms and tools.

The output of the proposed symposium will include paper proceedings and a write-up of the event for AI Magazine.

The Spring Symposium Series, March 23–25, 2009 at Stanford University is organized by the Association for the Advancement of Artificial Intelligence (AAAI) in cooperation with Stanford University's Department of Computer Science.
Call for Papers / Call for Contributions

We encourage submissions of research papers, case studies and demonstrations from all fields. Articles should address a novel aspect of narrative technologies. Submissions from disciplines outside of traditional Artificial Intelligence are particularly encouraged.

The topics of interest include, but are not limited to:

- Story understanding
- Story generation
- Narrative structure in the design of autonomous agents
- Believable agents in the context of their participation in narrative structure
- Interactive storytelling (including interactive drama and interactive fiction)
- Narrative in commonsense reasoning
- Narrative in intelligent learning environments
- Narrative AI in serious games and edutainment
- Narrative structure in interface design
- Narrative structure in the design of autonomous agents
- Intelligent narrative authoring tools
- Natural language generation/understanding for narrative
- Narrative psychology
- Narrative theory
- Emergent Narrative
- Complementary technologies
- Virtual cinematography
- Emotion modeling
- Natural language generation/understanding for narrative

The symposium aims to be a venue for discussions and debates. In 2009, the symposium will strengthen this approach by hosting for the first time a special session dedicated to work falling outside the common AI and Narrative research path. This session will aim at widening the scope for research in narrative technologies by presenting original work from other disciplines, original ideas and related concepts or visions.

If you are interested in hosting a panel discussion, please contact the organizers.

Important dates:
- October 3, 2008: Paper submission
- November 7, 2008: Notification of acceptance
- January 16, 2009: Final submission
- February 6, 2009: Early registration deadline
- February 27, 2009: Participant registration deadline.

Submission categories:
- Full papers (8 pages)
- Short papers (4 pages)
- Demonstrations and posters (2-4 pages, plus additional material)

Important: Regardless of length, papers will be presented as posters. Select papers will be asked to give full-length talks to demonstrate the breadth of submissions. Poster only presentations will be given short "spotlight" talks.
Submitted papers should be formatted according to AAAI specifications. AAAI style guides, as well as templates and style sheets for Microsoft Word and LaTeX can be found at the following URL (AAAI style guide). Papers must be no longer than 8 pages (long paper), 4 pages (short paper) and 2-4 pages (demo and posters), including figures and references, when formatted using the specified style. Papers should be formatted for standard Letter paper size (i.e. not A4). Over-length papers will be rejected. Acknowledgment of receipt of the electronic paper will be mailed to the first author (or designated author) shortly after receipt. The source files (WORD/LaTeX, TIF/EPS) and a signed copyright form will be required prior to publication.

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Organisation

Symposium on Intelligent Narrative Technologies Co-Chairs:
  Sandy Louchart - Heriot-Watt University (UK)
  Manish Mehta - Georgia Institute of Technology (USA)
  David L. Roberts - Georgia Institute of Technology (USA)

Organizing committee:
  Sandy Louchart - Heriot-Watt University (UK)
  Manish Mehta - Georgia Institute of Technology (USA)
  David L. Roberts - Georgia Institute of Technology (USA)
  David Herman - Ohio State University (USA)
  Marie-Laure Ryan - Independent scholar (USA)

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  Kerstin Dautenhahn - University of Hertfordshire (UK)
  Richard Evans - Electronic Arts
  Andrew Gordon - Institute for Creative Technologies (USA)
  Geordie Hamilton - Ohio State University (USA)
  Ian Horswill - NorthWestern University (USA)
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