

## **General Information of IJIS**

### **Bibliographic Information**

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### **Contact Information**

#### **Global Vision Press**

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### **Publication and Update**

- Last day of November

### **Journal Aims**

The International Journal of Interactive Storytelling (IJIS) is a multidisciplinary journal which provides researchers in this field to discuss recent research strategies, theories, implementations and architecture for the development of interactive stroytelling.

To bridge the gap of users who do not have access to major databases where one should pay for every downloaded article; this online publication platform is open to all readers as part of our commitment to global scientific society.

### **Journal Topics**

The main topics include but will not be limited to: (Excellent surveying works, summary or introduction of new or fresh idea in these areas are welcome, too).

- Collaborative storytelling environments and multi-user systems
- Interactive narratives in digital games
- Artificial intelligence for story generation and storytelling
- Authoring modes and tools for interactive digital storytelling
- Story/world generation and experience management
- Drama management for interactive narratives
- Virtual characters and virtual humans
- Human-computer interaction with narrative technologies
- Augmented and Mixed Reality storytelling systems
- Media, VR and game technologies for interactive storytelling
- Narrative-related affect and emotion
- Interactive storyworlds
- Interactive storytelling in roleplay, larps, theatre and improvisation
- Computational creativity in narrative systems

- Visual, auditory, interaction, and user experience research
- Designing new interaction techniques, designing for mobile community, designing for transmedia
- Theories and aesthetics of interactive storytelling
- Narratology for interactive media
- Disciplinary analysis of IS research

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