

The 1st ACM Workshop on

STORY REPRESENTATION, MECHANISM AND CONTEXT

In conjunction with the 12th ACM International Conference on Multimedia

October 15, 2004

Columbia University

New York, New York, USA

Conference: <http://www.mm2004.org/>

CALL FOR PARTICIPATION

Stories are told for many reasons: to entertain, educate, illustrate and inspire. Stories are a fundamental form we use to organize our lives, events and situations so that we have a sense of self and world. We also use stories to communicate our experiences. Theory and practice of how people and machines can create, represent and understand stories offer an unlimited wealth of insight into multimedia system design.

In this workshop we will investigate the application and practice of story to multimedia story creation and artificial intelligence, with particular emphasis on lessons from oral, written and cinematic storytelling. This workshop would be of interest to those doing traditional multimedia research involving search and retrieval, media analysis, and semantics, as well as those researchers developing new forms of story expression and narrative based interface design. Recent advances in artificial intelligence, knowledge representation and technologies for interactive systems point to a reemergence of story models as useful tools for multimedia research. Mechanisms for navigating these representations and constructing stories from them provide new directions for multimedia and human interface design. While there is growing interest in systems that are aware of their external physical context, building story systems that are aware of narrative contexts and cultural relevance, offers the potential for computer assisted generation of stories that are rich and well connected to the lives and experiences of an audience.

The premise of this workshop is that better understanding of storytelling abilities by people and machines is necessary for the development of more compelling and participatory multimedia systems.

We encourage submissions which address any of the following or related issues:

- New knowledge resources to aid computational story systems.
- Principles of story that inform user interface and interactive design.
- New technology platforms that can support user engagement with computational stories.
- New uses/applications of story structures.
- Modeling the minds of characters and users within a story framework.
- Supporting long-term participation in interactive story systems.
- Developing systems that not only use story as their computational underpinnings but encourage human storytelling.
- Story generation and understanding systems.
- Using story models for multimedia analysis, search and presentation.

This one-day workshop will include talks by invited speakers, morning and afternoon panel presentations and discussions, and group exercises in story and representation. We encourage participants from the following disciplines:

- Computer science
- Digital and interactive arts
- Design research
- Cognitive science
- Oral and cinematic storytelling

Important dates:

- Papers due: June 15, 2004
- Notification of acceptance: July 15, 2004
- Camera-ready papers due: August 1, 2004

Please submit full papers of 8 pages or posters of 4 pages. All papers must follow the standard AMC style guidelines (<http://www.acm.org/sigs/pubs/proceed/template.html>) and must be submitted in PDF format to barbara@media.mit.edu and kevin.brooks@motorola.com.

ORGANIZING COMMITTEE

Barbara Barry, MIT Media Lab
Kevin Brooks, Motorola Labs

PROGRAM COMMITTEE

Glorianna Davenport, MIT Media Lab
Michael Mateas, Georgia Institute of Technology
Erik Mueller, IBM Research
Frank Nack, Centrum voor Wiskunde en Informatica
Push Singh, MIT Media Lab