

Table of Contents

Interactive Digital Storytelling – Theory

Authoring for Engagement in Plot-Based Interactive Dramatic Experiences for Learning	1
<i>Henrik Schoenau-Fog, Luis Emilio Bruni, Faysal Fuad Khalil, and Jawid Faizi</i>	

First Steps towards a Unified Theory for Interactive Digital Narrative	20
<i>Hartmut Koenitz, Mads Haahr, Gabriele Ferri, and Tonguc Ibrahim Sezen</i>	

Interactive Digital Storytelling – Technology

Contextual Affect Modeling and Detection in Interactive Text-Based Dramatic Improvisation	36
<i>Li Zhang</i>	
A Methodology to Validate Interactive Storytelling Scenarios in Linear Logic	53
<i>Kim Dung Dang, Ronan Champagnat, and Michel Augeraud</i>	

Interactive Digital Storytelling – Case Studies

Digital Storytelling and Educational Benefits: Evidences from a Large-Scale Project	83
<i>Nicoletta Di Blas and Paolo Paolini</i>	
Collecting Aboriginal Stories for Education through Immersion	102
<i>Cat Kutay</i>	
Narrative Threads: A Tool to Support Young People in Creating Their Own Narrative-Based Computer Games	122
<i>Katherine Howland, Judith Good, and Benedict du Boulay</i>	
UpStage: An Online Tool for Real-Time Storytelling	146
<i>Helen Varley Jamieson and Vicki Smith</i>	

eLBa 2011 – Technology and Applications

Comprehensive Blended Learning Concept for Teaching Micro
Controller Technology Utilising HomeLab Kits and Remote Labs in a
Virtual Web Environment 161
Sven Seiler and Raivo Sell

Cooperative and Self-directed Learning with the Learning Scenario
VideoLearn: Engineering Education Using Lecture Recordings 178
Marc Krüger and Gabi Diercks-O'Brien

Applying Computer-Aided Intelligent Assessment in the Context of
Mathematical Induction 191
Sandra Rebholz and Marc Zimmermann

eLBa 2011 – Case Studies and Mobile Applications

Digital Inclusion: Zero to Deuterio Learning and the More Knowing
Other 202
John Richard Walton

Human Computation in Mobile Cooperative Learning: A Museum Tour
Case Study 216
Huber Flores and Dennis Maciuszek

Touching Nametags with NFC Phones: A Playful Approach to Learning
to Read 228
*Jukka Riekk, Marta Cortés, Marja Hytönen, Iván Sánchez, and
Riitta-Liisa Korkeamäki*

eLBa 2011 – Game Based Learning and Social Media

Learning, Reasoning and Modeling in Social Gaming 243
Heinrich Söbke, Javier Alejandro Corredor, and Oliver Kornadt

Social Media Communication – Social Media Used Both as a Learning
Content and as a Learning Style 259
*Jana Riedel, Romy Wolff, Corinna Jödicke, Eric Schoop, and
Ralph Sonntag*

Author Index 269