LOCATION-BASED INTERACTIVE STORYTELLING

- REALIZED WITH A SMARTPHONE APPLICATION UTILIZING HEADPHONES
- THE APP INCLUDES A MAP THAT SHOWS HISTORICAL LOCATIONS OF INTEREST
- THE APP PROVIDES HISTORICAL STORIES ABOUT THE LOCATIONS + RELATED NEWS ARTICLES
- PHONE VIBRATES/ALARMS WHEN CONTENT IS AVAILABLE
- GPS USED TO TRACK USERS
- PRIMARY MODALITY: AUDIO
- ADDITIONAL MODALITIES: TEXT, GRAPHICS

LOCATION-BASED INTERACTIVE STORYTELLING

- SHORT AUDIO STORIES TOLD BY VIRTUAL CHARACTERS ADJUSTED TO THE STORY
- WHERE APPLICABLE THE STORIES CAN BE LIKE SHORT THEATRICAL PLAYS USING PARALINGUISTIC ELEMENTS
- FACTUAL STORIES USE NEWSREADER LIKE EXPRESSION
- CUSTOMIZED STORIES FOR CHILDREN, ADULTS AND THE ELDERLY
- POSSIBILITY TO CHANGE THE TEMPO OF THE STORY
- USERS CAN SAVE THEIR PROGRESS, REGISTER FOR THE STORIES
- THE APP PROVIDES LINKS TO ADDITIONAL INFORMATION LIKE OLD NEWS ARTICLES

LOCATION-BASED INTERACTIVE STORYTELLING

- SPEECH RECOGNITION LANGUAGE MODEL: DOMAIN SPECIFIC LARGE VOCABULARY MODEL
- ACTIVATION USING THE LOCATION NAME PROVIDED FOR THE USER AS A KEYWORD (KEYWORD ACTIVATION)
- IF THE SYSTEM DOES NOT UNDERSTAND THE USER, IT APOLOGIZES AND SUGGESTS THE USER REPEATS THE UTTERANCE OR USES TAPPING TO INDICATE CHOICE
- USERS CAN NAVIGATE THE TIMELINE OF THE STORIES AND SELECT STORIES OF INTEREST BASED ON DESCRIPTIVE TITLES
- AFTER SELECTION THE INTERFACE PRESENTS A SHORT ABSTRACT OF THE STORY FOR USERS TO CONFIRM THEIR INTEREST BEFORE LISTENING
- IT IS POSSIBLE TO SKIP THE ABSTRACT AND TO GO DIRECTLY TO THE STORY USING TAP OR VOICE SELECTION
- IT IS ALSO POSSIBLE TO JUST LISTEN ALL CURRENT LOCATION-BASED STORIES IN PREDEFINED ORDER

LOCATION-BASED INTERACTIVE STORYTELLING

- SPEECH IS MAINLY DIRECTED FROM THE SYSTEM TO THE USER
- USERS CAN MAKE QUESTIONS TO THE VIRTUAL CHARACTERS TO SEARCH FOR INFORMATION AND TO MANAGE THE LISTENING ORDER OF THE STORIES
- DIALOGUE MANAGEMENT: MIXED-INITIATIVE
- USERS CAN FOLLOW A PREDEFINED DIALOGUE MANAGEMENT OR CUSTOMIZE THEIR PATH
- DIALOGUE CONTROL: MIXED UTILIZING FINITE-STATE MACHINES, FRAME-BASED AND AGENT-BASED DEPENDING ON THE TASK