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Building Exposure: Synergy of Interaction and Narration through Social Channels

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[Online access](#).

Abstract

The ability to build and control exposure through a seamless synergy of interaction and narration is a strongly required feature of in a new type of immersive VR training and therapy systems. This paper presents a practical approach for immersive VR training and therapy applications based on interactive Storytelling. It provides detailed description of a working implementation of the Interactive Narration Space (INS); this approach combines and satisfies both interaction and narration requirements through the use of high-level social interaction. By introducing the Social Channel, we aim at minimizing the contradictions between control over the story required by trainer/therapist and interaction required by trainee/patient. These concepts and their practical realization have been investigated in the context of emergency situation training and psychotherapeutic exposure, and could validate the usability of mediated-interaction with a Virtual Assistant.