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By Chris Crawford

Chris Crawford is a computer game designer and author of several game design books, including the previous edition of this book and Chris Crawford on Game Design.

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<http://www.drdoobs.com/parallel/interactive-storytelling/192503697>

Science Fiction Encyclopedia : Welcome to the third edition of The Encyclopedia of Science Fiction. Chris Crawford on Interactive Storytelling

http://www.sf-encyclopedia.com/entry/crawford_chris

Chris Crawford is a articles and presentations about the theory of games and interactive storytelling. Crawford's interviews and The 1990 Edition

http://www.ifwiki.org/index.php/Chris_Crawford

Interactive Story Systems: Proceedings of the 2nd Technologies for Interactive Digital Storytelling and Chris Crawford on interactive storytelling.

https://en.m.wikipedia.org/wiki/Interactive_storytelling

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<https://emshort.wordpress.com/how-to-play/writing-if/books-and-other-resources/chris-crawford-on-interactive-storytelling/>

In an interview posted by Rock, Paper, Shotgun, Chris Crawford admits his visions for an full interactive storytelling experience is still off in the future.

<http://chrisroda.com/archives/840>

Chris Crawford s Random Ruminations on Irrelevant Topics. Interactive storytelling s time has come July 2nd: an old newspaper

<http://erasmatazz.com/>

Jun 30, 2015 Chris Crawford s Unslain Dragon Of Interactive Storytelling. Reddit; Chris Crawford is a in Crawford s vision of an interactive story,

<http://www.rockpapershotgun.com/2015/07/01/chris-crawford/>

Chris Crawford. Chris Crawford on Interactive Storytelling, 2nd Edition By Chris Crawford; Published Dec 17, 2012 by

<http://www.peachpit.com/store/chris-crawford-on-interactive-storytelling-9780321864970>

Book Review: Chris Crawford on Interactive Storytelling [04.18.05] - Brad Kane; Interactive Storytelling. Deep in an ancient forest, you slide the strange metallic

http://www.gamecareerguide.com/features/221/book_review_chris_crawford_on_interactive_storytelling.php

Sep 11, 2009 I think you ve stumble on something, as I have been thinking for a while that interactive storytelling (games) will merge with traditional storytelling

<http://www.ditchwalk.com/2009/09/12/crisscrossing-chris-crawford/>

Chris Crawford on Game Design is all about the foundational skills behind the Second Edition. he has been developing technology for interactive storytelling.

<http://www.barnesandnoble.com/w/chris-crawford-on-game-design-chris-crawford/1101910197?ean=9780131460997>

We aim to launch a revolution in game design by putting into the public domain an entire technology for interactive storytelling. This includes unique technologies

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Chris Crawford is one of the great curmudgeons in the game industry. He is one of the notable pioneers in the early Atari days, and is known for his approach to

<http://www.icosilune.com/2009/01/chris-crawford-on-interactive-storytelling/>

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Chris Crawford, Chris Vogler, I'm about half way through reading Chris Crawford's "On Interactive Storytelling". ZoomInfo Community Edition; ZoomInfo API;

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trying to drive interactive storytelling Chris Crawford lays out his ambition for the storytelling game he's trying to crowdfund. Chris Crawford has been an

http://www.gamasutra.com/view/news/247702/Chris_Crawford_is_still_trying_to_drive_interactive_storytelling_forward.php

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material from the old website. This will permit you to explore what is still the most advanced technology for interactive storytelling ever built.

<http://storytron.com/>

Works by Chris Crawford: First Person: New Media as Story, Chris Crawford on Game Design, Second Person: Chris Crawford on Interactive Storytelling,

<http://www.librarything.com/author/crawfordchris>

Chris Crawford on Game Design he has been developing technology for interactive storytelling. "About this title" may belong to another edition of this title.

<http://www.abebooks.com/products/isbn/0131460994>

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