

Character-centric strategy

- autonomous characters: models the mental factors that affect how characters act
- the story emerges from the characters' decisions and interaction
- implicit creation: narrative planted beforehand
- strong character believability
- not so strong plot coherence

Interactive Storytelling
Lecture slides
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Emergent narrative

- term introduced by Aylett (1999)
- story emerges bottom up based on characters described top down by the author
- exhibits perpetual novelty

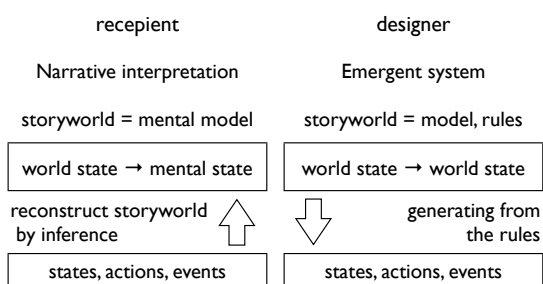
Example: Reality TV

- emergent narrative as a source for a story
- participant
 - motivated by money, fame etc.
 - subjected to entertain the spectators
- spectator
 - gets entertainment
 - lacks influence on the narrative

Example: Reality TV (cont'd)

- programme production team
 - pre-production selections
 - choice and definition of the main protagonists
 - designing the world environment to foster emotions
 - performance time control
 - tasks, eliminations etc.
 - compiling a broadcast to the spectators
- (Louchart & Aylett, 2005)

Storyworld



(Spierling, 2007)

Gardening metaphor

- author-centric
 - explicit authoring is like creating a paper flower
 - character-centric
 - implicit creation is like planting a flower
- (Spierling, 2007)

Characters

Features of believable agents

- personality
 - unique and specific, not general
- emotion
 - exhibit and respond personally-specifically
- self-motivation
 - internal drives and desires
- change
 - growth and change with time (wrt. personality)

Features of believable agents (cont'd)

- social relationship
 - interaction with others changes the relationships
- illusion of life
 - multiple goals
 - broad capabilities
 - quick reactions

(Mateas, 2002)

Character behaviour

1. low level (e.g. collision detection)
2. social interaction (e.g. introducing oneself)
3. idle behaviour
4. targeted behaviour (i.e. go for the goal!)
(Fairclough & Cunningham, 2002)

Expressiveness

- independent from visual realism
- origins of expressive behaviour:
 - agent itself
 - human creator

(Szilas, 2007)

Flashback: Crawford on interaction...

- “a cyclic process between two or more active agents in which each agent alternately listens, thinks and speaks”

Character's interaction

- listen
 - perception of the world
- think
 - coloured by the character's personality
 - associated with and stored to the character's memory
- speak
 - acting in the world

The perception system in VIBES

1. acquisition sensors: abstract description of the world
2. perception filters: simulation of the physical sensors
3. cognitive filters: support for the decision-making

(Sanchez *et al.*, 2004)

Crawford's personality model 1(2)

Intrinsic	Accordance	Relationship
Integrity	"gullibility"	"trust"
Virtue	"willingness to see good"	"virtue perceived"
Power	"timidity"	"fear of power"
Intelligence	"judging others wise"	"respect"
Attractiveness	"vanity"	"attractiveness perceived"

Crawford's personality model 2(2)

Mood	Volatility
Anger/Fear	Adrenaline
Joy/Sadness	Manic/Depressive
Arousal/Disgust	Sensuality

(Crawford, 2005)