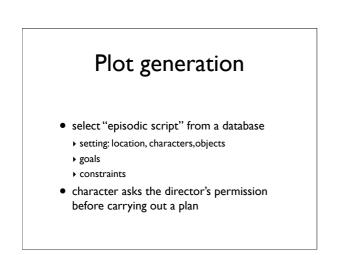
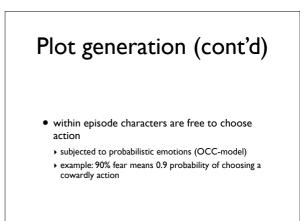




- multi-agent framework
 - plot generation
 - natural language generation
 - presentation by an embodied agent

(Theune et al., 2004; Swartjes & Theune, 2006)

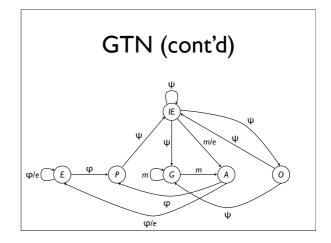




General transition model (GTN)

- elements
 - G − goal
 - ► A action
 - ♦ 0 outcome
 - ► E event
 - ▶ P perception
 - ► IE internal event
- causal relationships φ – physical causality
 - ► m motivation
 - ψ psychological causality

 - ▶ e enablement



Discussion and conclusion

Interactive story for multiple users?

- too many heroes
 - how to guarantee dramatically compelling story to everyone?
- intertwining storylines
 - how to combines individual storylines coherently?
 - not a problem in emergent narrative?

Can you cheat in an interactive story?

- every action within the storyworld should ٠ be valid
- limitations exist
- ▶ e.g. zombie attack and "I've been shot" in Façade
- how about multiple users?
 - is collusion cheating in an interactive story?



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Janet Murray

Dramatis Personæ 2003-Stefan Göbel **Ruth Aylett** Ulrike Spierling Sandy Louchart Marc Cavazza Nicolas Szilas

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