EMOTION-BASED INTERACTIVE STORYTELLING WITH AI

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Interactive media allows many stories to be told.
  - Give player choice.
  - Ensure narrative consistency.

How do we make each one emotionally engaging to the player?
  - Different desires.
  - Different play-styles.
• **ASD** (Riedl et al. 2008)
  - Anticipate ruptures
  - Diversify Narrative

• **PaSSAGE** (Thue et al. 2007)
  - Encounter Selection

• **PaST** (Ramirez et al. 2013)
  - ASD
  - PaSSAGE
Planning

end of ballet class → go to a party → player → PACE → socializing with friends

confronting a rival

narrative progression
Appraisal

Goals + Likelihood → Desirabilities