PAST:  
Player-Specific Automated STorytelling

ALEJANDRO RAMIREZ AND VADIM BULITKO

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\[
\Pr(h_{t+1}|h_t, \chi, e_t, \tilde{\pi}) = \Pr(\tau_{t+1}, s_{t+1}, a_{t+1}|h_t, \chi, e_t, \tilde{\pi})
\]
\[
= \Pr(s_{t+1}, a_{t+1}|\tau_{t+1}, h_t, \chi, e_t, \tilde{\pi}) \Pr(\tau_{t+1}|h_t, \chi, e_t, \tilde{\pi})
\]
\[
= \Pr(a_{t+1}|s_{t+1}, \tau_{t+1}, h_t, \chi, e_t, \tilde{\pi}) \Pr(s_{t+1}|\tau_{t+1}, h_t, \chi, e_t, \tilde{\pi})
\]
\[
\times \Pr(\tau_{t+1}|h_t, \chi, e_t, \tilde{\pi})
\]
\[
= \Pr(\tau_{t+1}|h_t, \chi, e_t) \Pr(s_{t+1}|\tau_{t+1}, h_t, e_t) \Pr(a_{t+1}|s_{t+1}, h_t, e_t, \tilde{\pi})
\]
\[
= \Pr(\tau_{t+1}|\chi, h_t, e_t) \tau_{t+1}(s_t, a_t, s_{t+1}) \tilde{\pi}(h_t, s_{t+1}, a_{t+1})
\]  
(4.11)
Outline

Interactive Storytelling and Agency
PAST: A Text-based Prototype
IS and Agency
IN VIDEO GAMES
Storytelling

Storytelling: the art of telling a story.

Interactive Storytelling (IS): audience has agency.
Experience Management

Improve the **experience quality** of the **aesthetic experience**
The Little Red Riding Hood

(1) http://upload.wikimedia.org/wikipedia/commons/1/15/Carl_Larsson_-_Little_Red_Riding_Hood_1881.jpg
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A TEXT-BASED PROTOTYPE
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Player-specific Automated Storytelling (Ramirez and Bulitko, 2014)

Riedl et al. 2011 + Thue et al. 2008 = Ramirez and Bulitko 2014
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Diagram:
- $s_0$ to $s_1$ with transition "greet".
- $s_0$ to $s'$ and $s''$ with transition "kill wolf".
- $s'$ to $s''$ with transition "resurrect wolf".
- $s_1$ to player model with transition "introduce grendel".
- Player model to $g$ with transition "\(\not\in\)".
Come Play the Demo