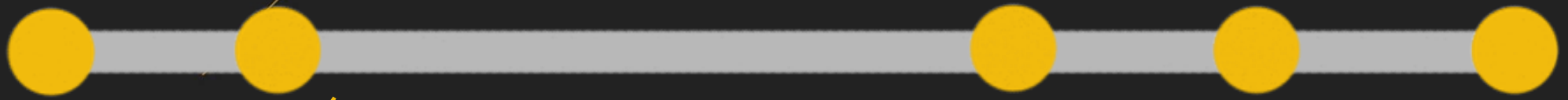
AI
IN
Modern
Narratives

Casual Games

- Short sessions
- Engagement
- Never ending

Classic narrative structure



Introduction

Inciting Incident

Climax

Falling Action

End

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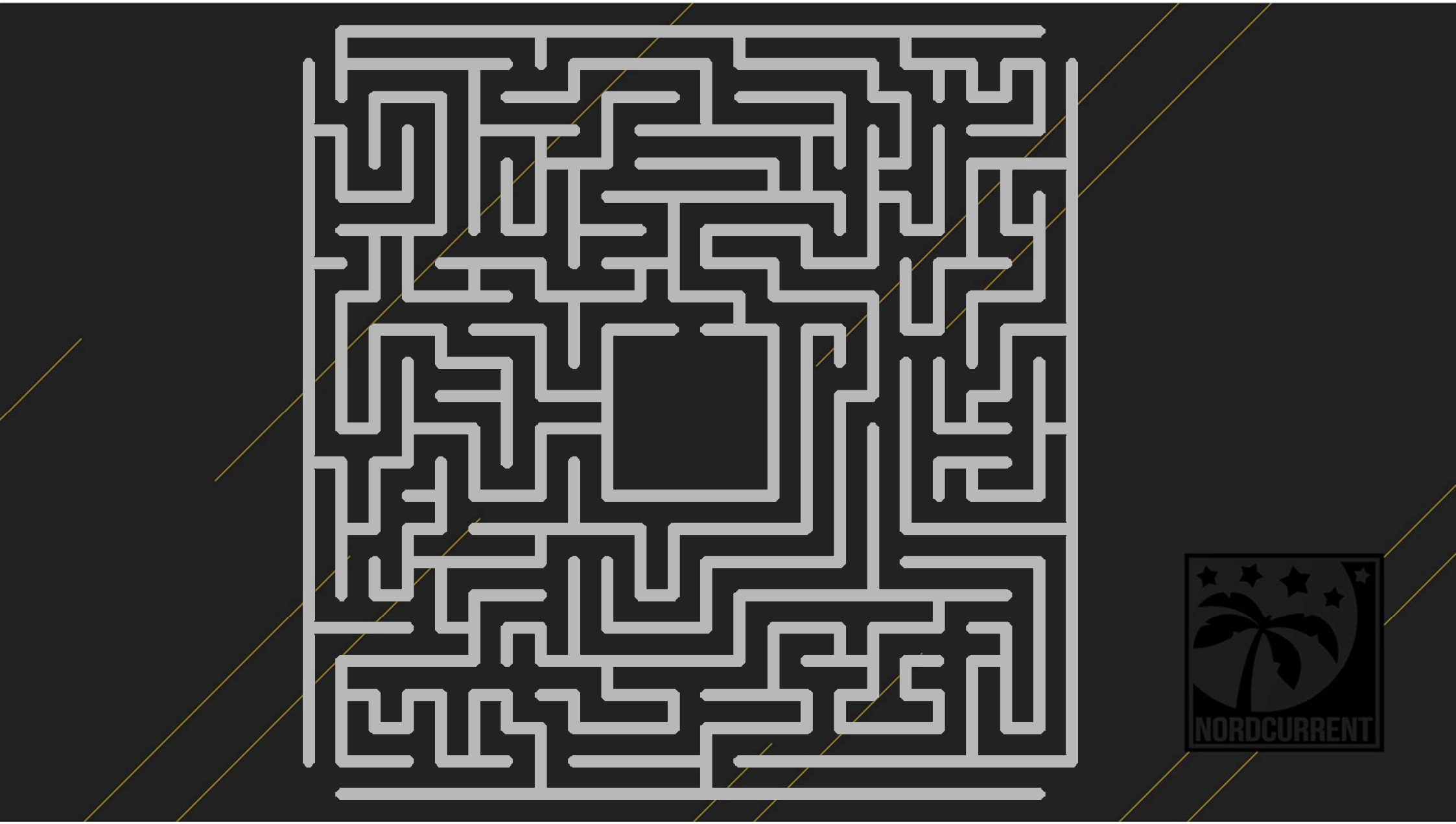
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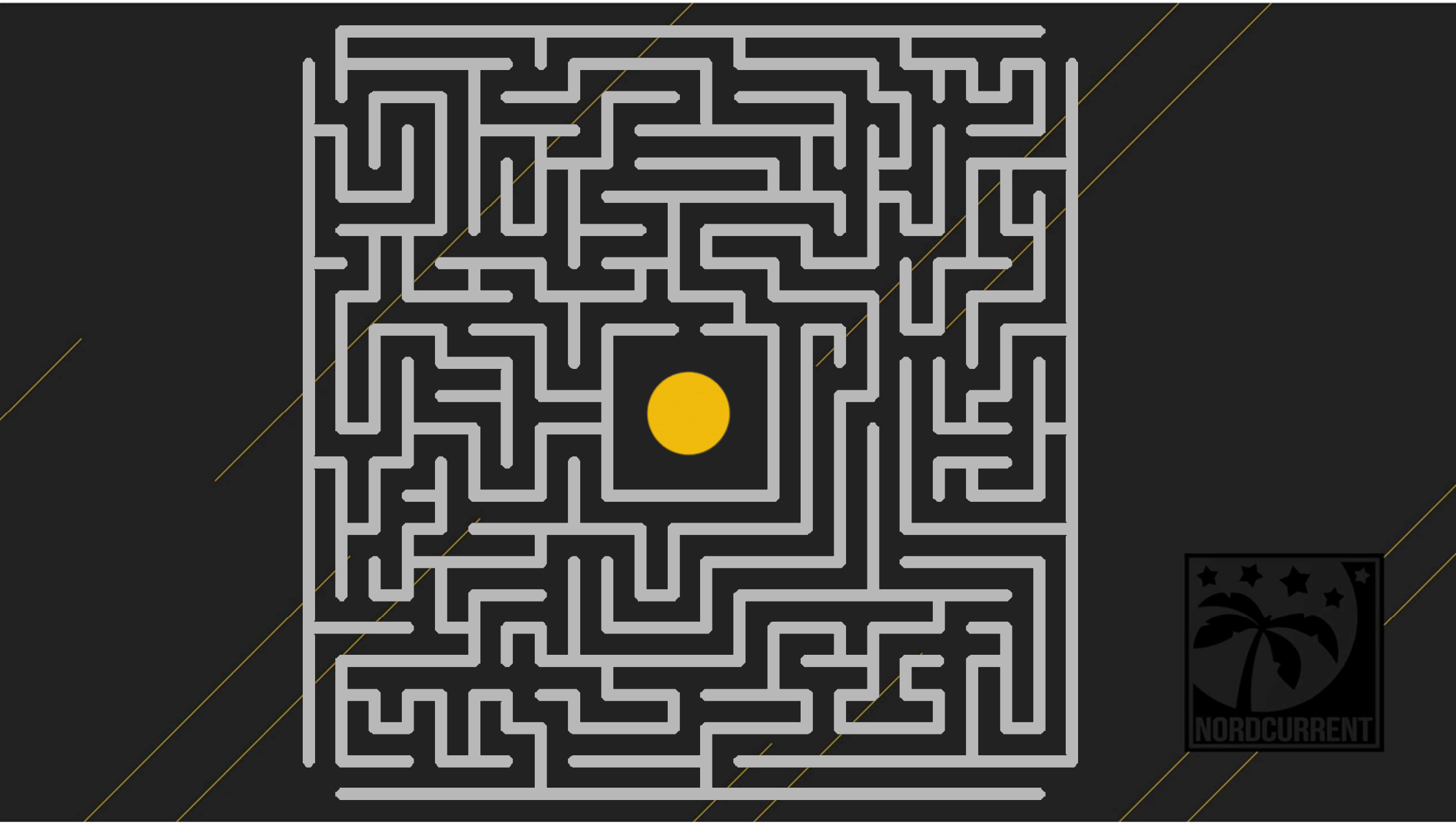
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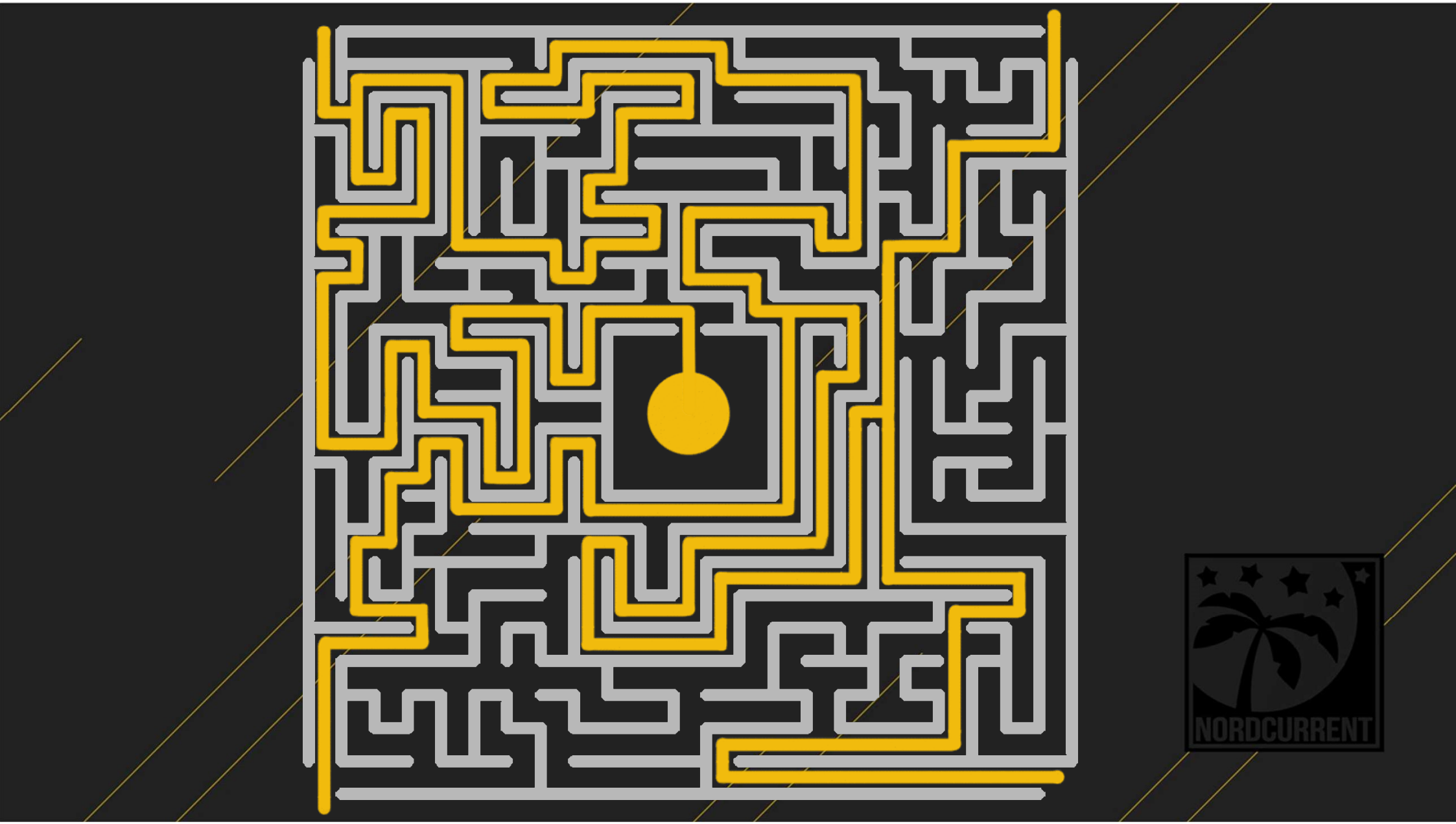
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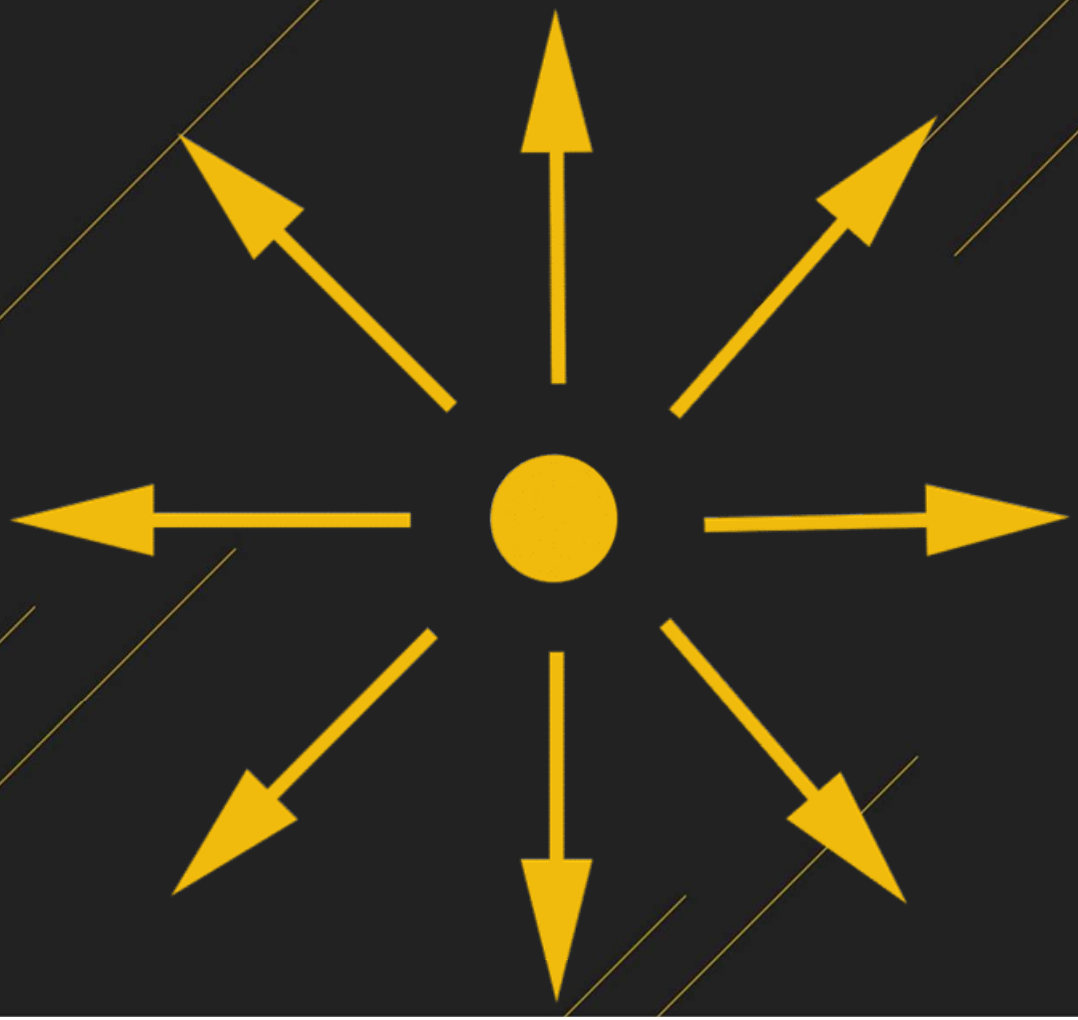
Game master



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What it can‘t do

- Can‘t create full narratives
- Can‘t generate speach

Present

- Should a quest be generated?
- Does the player have sufficient choices?
- What objectives are currently available?

Past

- Player skill
- Play habits
- Story progression

Generation

- Create objective
- Generate narrative
- Calculate reward

Thank You

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