generating narrative events from simulation

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Tale-Spin

- Created by James Meehan 1976 (artificial intelligence researcher interested in cognitive modeling)

- "The purpose of the simulator is to model rational behavior; the people are supposed to act like real people." (quoted in Wardrip-Fruin 120)

- "The world of Tale-Spin changes based on events and inferences from events" (Wardrip-Fruin 125)

- Characters have goals; the system figures out how to achieve those goals (by breaking down into sub-goals)

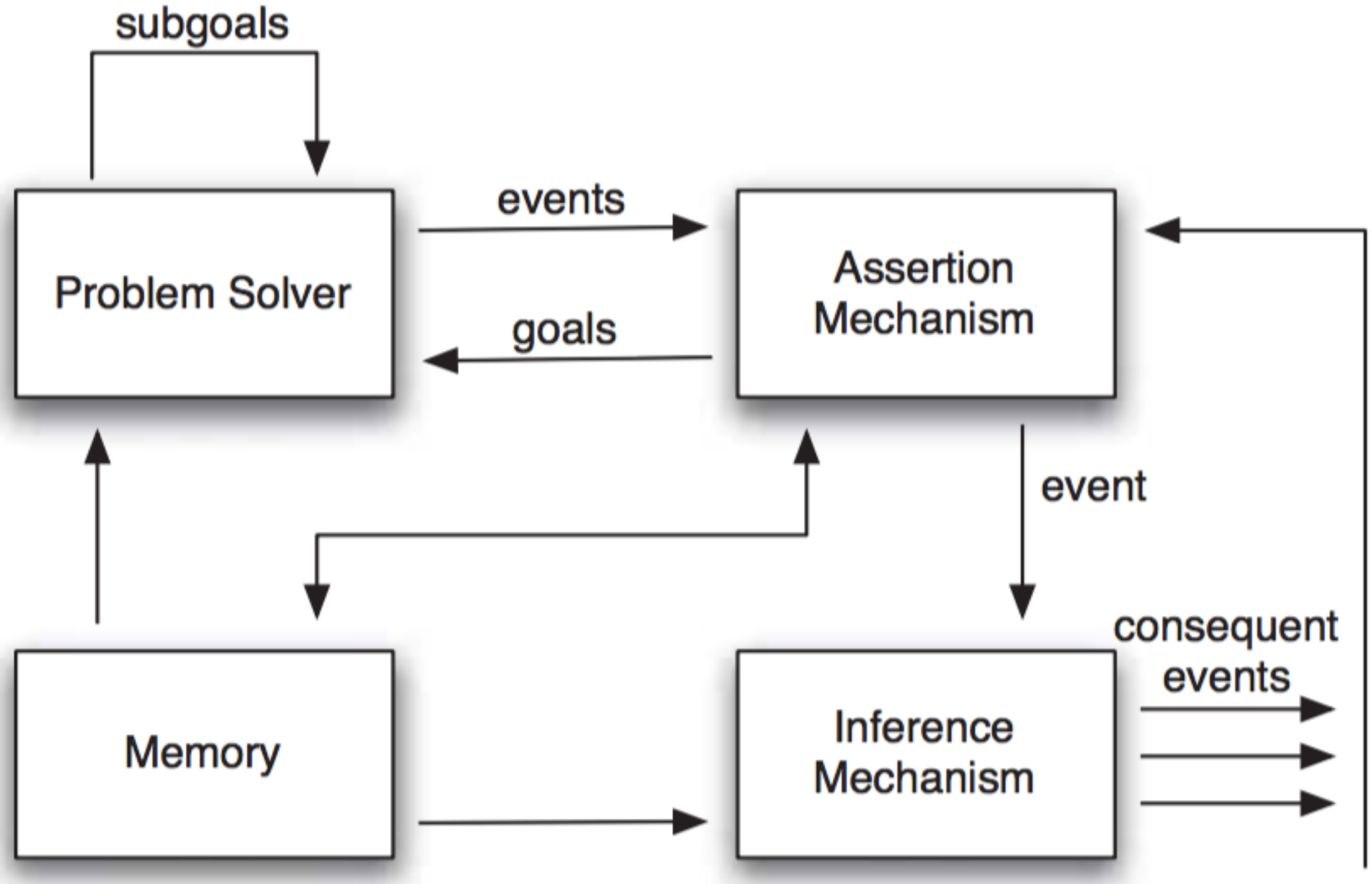


Figure 5.1. Control structure of *Tale-Spin*'s simulator, after Meehan's figure 1.

(Wardrip-Fruin 128)

example narratives

Joe Bear was hungry. He asked Irving Bird where some honey was. Irving refused to tell him, so Joe offered to bring him a worm if he'd tell him where some honey was. Irving agreed. But Joe didn't know where any worms were, so he asked Irving, who refused to say. So Joe offered to bring him a worm if he'd tell him where a worm was. Irving agreed. But Joe didn't know where any worms were, so he asked Irving, who refused to say. So Joe offered to bring him a worm if he'd tell him where a worm was. (Meehan 1976, 129–130)

Henry Ant was thirsty. He walked over to the river bank where his good friend Bill Bird was sitting. Henry slipped and fell in the river. He was unable to call for help. He drowned. (1976, 128)

Henry Ant was thirsty. He walked over to the river bank where his good friend Bill Bird was sitting. Henry slipped and fell in the river. Gravity drowned. (129)

(Wardrip-Fruin 130, 133)

MÉXICA

- Rafael Pérez y Pérez (1999 and later)
- Actions between characters modify emotional links and increase/decrease narrative "tension"
- Uses an existing corpus of stories to suggest actions in particular circumstances

MÉXICA story action

Story-Action

A *saved the life of* B

List of preconditions:

The life of B must be at risk [tension].

List of post conditions:

The life of B is not anymore at risk [deactivation of a tension].

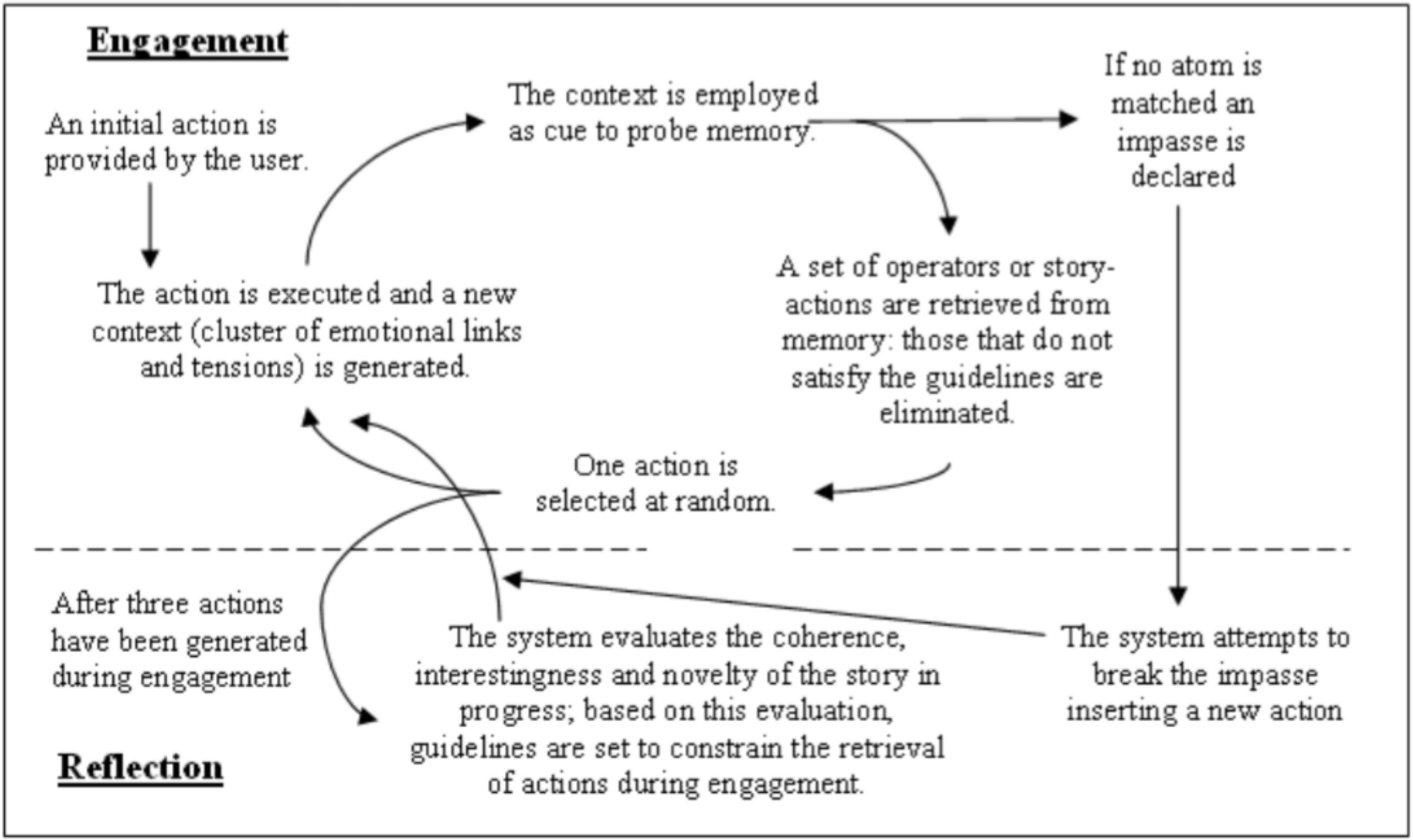
B develops an emotional link of type 1 and intensity +3 towards A.

Lb develops an emotional link of type 1 and intensity % towards A.

Alternative Texts

A desperately ran to forest to get some magic plants and saved the life of B

(Pérez y Pérez slides)



Pérez y Pérez, R. (2007). Employing Emotions to Drive Plot Generation in a Computer-Based Storyteller. Cognitive Systems Research. Vol. 8, number 2, pp. 89-109.

(Pérez y Pérez slides)

MÉXICA example

TLATOANI ACTOR
PRIEST KIDNAPPED TLATOANI
TLATOANI BECAME_FREE
TLATOANI AFFRONTED PRIEST
PRIEST ATTACKED TLATOANI
TLATOANI FOUGHT PRIEST
PRIEST WOUNDED TLATOANI
PRIEST RAN_AWAY
PRINCE ACTOR
PRINCE WENT_FOREST
PRINCE REALISED PRIEST WOUNDED TLATOANI
TLATOANI WAS_FOND_OF PRINCE
PRINCE ATTEMPTED_TO_TAKE_ADVANTAGE_OF TLATOANI TLATOANI
AFFRONTED PRINCE
PRINCE DID_NOT_CURE TLATOANI
PRINCE WENT_TENOCHTITLAN_CITY
TLATOANI DIED_BY_INJURIES

(Pérez y Pérez slides)

MÉXICA example

The Kidnapped Tlatoani

The tlatoani was an inhabitant of the Great Tenochtitlan. The priest kidnapped the tlatoani and went to the Chapultepec Forest. With a hidden knife the tlatoani was able to cut all the ropes and escape. The tlatoani was really angry for what had happened and affronted the priest. The priest thoroughly observed the tlatoani. Then, took a dagger and attacked the tlatoani. Suddenly, the tlatoani and the priest were involved in a violent fight. In a fast movement, the priest wounded the tlatoani. An intense haemorrhage arouse which weakened the tlatoani. The priest felt panic and ran away.

(Pérez y Pérez slides)

references

- Wardrip-Fruin, Noah. “The Tale-Spin Effect.” Expressive Processing: Digital Fictions, Computer Games, and Software Studies, MITP, 2009, https://ieeexplore-ieee-org.proxy.library.nyu.edu/xpl/articleDetails.jsp?arnumber=6274495.

- Rafael Pérez y Pérez MÉXICA slides: http://www.rafaelperezyperez.com/w/wp-content/uploads/2018/01/How_MEXICA_works_in5Chaps.pdf and videos linked from here: http://www.rafaelperezyperez.com/profile/research/