

CS 7634/4803 -- A.I. Storytelling in Virtual Worlds

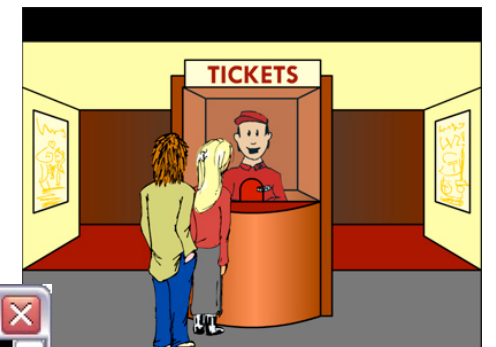
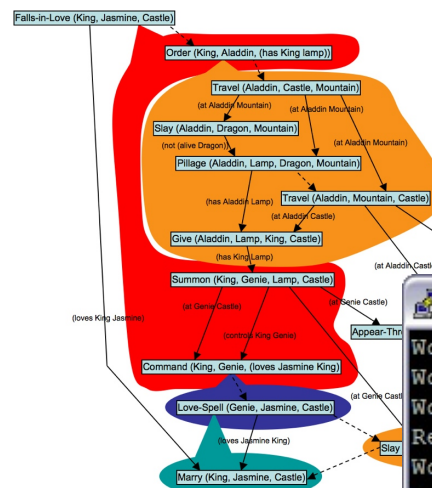
Fall 2011; T/Th 4:30-6:00

Instructor: Mark Riedl (riedl@cc)

Narrative play a central role in our communication, entertainment, and learning. Emerging applications of artificial intelligence have the potential to revolutionize the way we use technology to communicate, entertain and educate. This course will explore technologies for generation, management, and execution of stories in virtual worlds and computer games.

Topics include:

- Narrative theory
- Story generation
- Interactive storytelling
- Procedural game narratives
- Synthetic characters
- Camera control



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Wolf sits
Wolf walks
Wolf walks in a circle and sits back down.
Red has arrived.
Wolf eyes Little Red hungrily.
Red looks closely at Wolf.
Red says, "My what big teeth you have!"
Wolf says, "The better to eat you with,
Red screams.
Wolf swallows Little Red in one big gulp.
Red disappears suddenly for parts unknown.
Wolf is feeling very drowsy.
Wolf falls asleep.
:kills wolf
Fred kills wolf
Granny arrives.
Granny claws her way out of the wolf.
  
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Course will involve readings, discussion, in-class participatory exercises, and a project work.

Prerequisites: A course in Introductory AI or advanced AI or game AI.
Advanced undergraduates welcome; please contact instructor.