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Proposal for Storytelling AI

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[Working title]

***The Storyteller***

Storytelling is a tradition past down from the beginnings of humans until now; today people come up with ideas of fantastical worlds that everyone can get lost into, I would like to propose that we now make an AI to do that too. Using databases of words, research in the Six Main arcs of story telling, as well as text file processing of other stories my AI will be able to distinguish between different story types. Using algorithms to identify the likes of the reader based on stories they have read (and the AI has read as well) I would like to create the ultimate story teller for each individual user.

This ultimate storyteller will begin as simply regurgitating words that may or may not create a story. I want this program to begin by learning simple sentence structures that I would manually give it and then later let it develop its own word structures based off of other stories. It will use a lot of reference back to data tables with words that have a binary number of which each bit is indicative of the type of speech the word is.

To expand, say for instance we take the word “running”, if we use it in its normal context it would simply be a verb. That being said, we would use the second bit of its paired binary number that is labeled “verb” indicated as 1 for “true”. When my AI finally begins processing text files of popular stories (Moby Dick, Jane Eyre, Hunger Games, etc) it will be able to use the sentence structures it has already learned and create new ones based off of the words in the stories it encounters. I would also like to give it a sense of creativity by identifying sentences in which the words given were not used in their normal manner and dynamically change their usage. For instance, “the running caterpillar” would be using running as a adjective instead of a verb and my AI would be able to distinguish that.

Next, I want my AI to be able to use “rules” of grammar, storytelling, and sentence structure to accumulate a story for the user to enjoy based off of their likes and dislikes. For example, a user will enter the program and be prompted to choose from a list of books the AI has read (based on what genres, age range, reading level the user inputs, and other story related prompts) that the reader has also read and liked. Then I would need to research a way in which the AI could gather together all the information it was given to develop a story that isn’t just a random garble of words put together.

This AI would be for purely entertainment. A further development of this AI could be saving stories for later rereading and giving those stories sequels based on user’s request for one. I would also like to give the AI the ability to create completely unique stories every time, that being said I run into the problem of repeating the same stories with simply different character names as well as a change in species or minuscule details like that. I do not know where I would go about developing historical stories or stories that take place in a different time without stating untruths, therefore I think it would be best to assume that the stories are completely fictional until the AI’s technology advances. That being said, I would also have stories that defy a lot of physics, but that could also be developed at a later time.

My research would have to include an in depth analysis of grammar and sentence structure as well as looking into genres, general themes, story arcs, and every other aspect of good storytelling. I would also need an extensive library of stories, possibly a coding language library that is a dictionary (a list of words in the world that my AI could learn from). My main research would also have revolve around the algorithms behind developing stories, reading other stories and creating a story that the individual user will like.

To begin coding, I would start with something that simply took in children’s books/stories and wrote small rhyme stories or easy “The Cat Ran” stories (simple ones you would read to pre-speaking children) and get a feel for their “entertainment” and then expand into pre-schoolers and kindergarten level stories. These beginning steps would start as teaching the AI words and basic grammar rules. Its progression would begin developing bigger words with more complicated definitions as well as better developed sentence structure to create more alluring story telling. As the “age” of the stories increase, the “brain” of my AI will develop more unique complicated stories until it is the ultimate storyteller.