Scholars critically examining the cultural and political import of advancements in artificial intelligence are yet to **utilize tools and frameworks from narrative theory** and narrative inquiry (Noble 2018; Bender et al. 2021; Gillespie 2024). And though narrative theorists attend to several aspects of digital storytelling, including multimodality, interactivity, and other innovations, analyze space, character, and consciousness represented in digital literature and video games (see Ciccoricco 2015; Page 2018; Punday 2019; Georgakopoulou et al. 2020), the field is only beginning **to account for the far-reaching ethical, aesthetic, and social effects of the rise in AI-powered media** (see Freed 2024; Ghosal 2024; Slocombe 2024) .

To fill these gaps, we invite articles that, using whatever methods or combinations of methods that are found to be most applicable, address how generative AIs are intervening in storytelling practices, understood in the widest possible sense. Potential topics include but are not limited to:

* what AI ‘thinks’ is narrative
* the reproduction of ideological/structural biases in gen AI- and Large Language Model-powered storytelling

**Abstract: “No Humans-in-the-Loop: The People-less Stories of GPT”**

**By Gabi Kirilloff and Claudia Carroll**

Our paper uses concepts from rhetorical narrative theory to analysis the results of a series of quantitative experiments comparing real human novels to GPT generated texts. Our experimental results revealed that the most reliable ways to distinguish between the two on a quantitative level were the frequency of verbs, first and second person pronouns (more common in human written narratives), nouns and third person pronouns (more frequent in GPT generated narratives). Preliminary qualitative analysis suggests that these textual markers point to a deeper conceptual difference between the two types of text—GPT generated texts contain few characters, rarely feature a characterized narrator, rarely address the reader and describe inanimate objects more often than people or characters. In sum, the GPT generated narratives we analyze not only fail to meet Phelan’s definition of narrative (“somebody telling somebody else on some occasion for some purpose that something happened”) by virtue of being a machine generated, but also in their content. We will close the paper with a consideration of how these disembodied and perspective less narratives might affect narrative in the public sphere as LLMs become more commonly used in various sectors.