Procedural
Content
Generation
Online
Offline

$\neq$

constrained
not
Procedural Rhetoric **Procedurality**

Procedural Content Generation in Games: A textbook and an overview of current research

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constraint solving

n
$_s$ *team* *reviews*

$2^{64} = 18\,446\,744\,073\,709\,551\,616$
mean
really
$2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456$
no deck of cards in human history
interesting
different

mathematically speaking *a lot of oatmeal*

$_s$ *team* *reviews*
enable
is this any good?
merely generate **evaluate**
emergent narrative
procedurally-generated content
entire games
Democratise **collaboration**
creative
mere generation
content **ideas**