

Bibliography & Resources

Table of Contents

BIBLIOGRAPHY.....	1
RESOURCES.....	5
TOOLS	5
INSPIRATION	6
INTERACTIVE NARRATIVE (GENERAL).....	6
CHARACTERS AND PERSONAS.....	6
TEXT GENERATION.....	6
WRITING WITH AI	6

Bibliography

The 3% Challenge (2019) Doppio Games Ltd [Game: Mobile, Amazon Alexa & Google Assistant] Portugal: Google & Amazon. <<https://doppio.games/three-percent>>

AI and Games (2020) 'How Watch Dogs: Legion's "Play as Anyone" Simulation Works'. *AI and Games*. [YouTube] <<https://www.youtube.com/watch?v=SXnc-HM0Vvk>>

Avery (2018) by MixedBag [Game: Mobile] Torino, Italy: IBM
<<http://mixedbag.it/portfolio/avry/>>

Austin, Nate (2021) 'Procgen in *Wilderness*: Storytelling'. *YouTube*. July 15th 2021.
<<https://www.youtube.com/watch?v=A5BGDbLFRrE>>

BBC (2021) *Script Library*. UK: BBC Writers Room.
<<https://www.bbc.co.uk/writersroom/scripts>>

Benjamin et al. (2016) *Sunspring*. Docdroid. Available from:
<<https://www.docdroid.net/ICZ2fPA/sunspring-final-pdf>>

Bilbrey, Katie (2018) 'Our Precious Future' in *WattPad*, Dec 2018.
<<https://www.wattpad.com/645750394-our-precious-future-short-story-%E2%9C%93-broken-time>>

Bogost, Ian (2007) *Persuasive Games: The Expressive Power of Videogames*, Cambridge, MA, USA: The MIT Press.

Brown, Tom B.; Mann, Benjamin; Ryder, Nick; Subbiah, Melanie; Kaplan, Jared; Dhariwal, Prafulla; Neelakantan, Arvind; Shyam, Pranav; Sastry, Girish; Askell, Amanda; Agarwal, Sandhini; Herbert-Voss, Ariel; Krueger, Gretchen; Henighan, Tom; Child, Rewon; Tamesh, Aditya; Ziegler, Daniel M.; Wu, Jeffrey; Winter, Clemens; Hesse, Christopher; Chen, Mark; Sigler, Eric; Litwin, Mateusz; Gray, Scott; Chess, Benjamin; Clark, Jack; Berner, Christopher; McCandlish, Sam; Radford, Alec; Sutskever, Ilya; Amodei, Dario (2020) 'Language Models are Few-Shot Learners'. ArXiv (online): Cornell University. <<https://arxiv.org/abs/2005.14165>>

Clark, Lynda (2021) 'Getting Back Out There'. [Game: Ink, Web] <<https://notagoth.itch.io/getting-back-out-there?secret=CRQMLoRdgnQvgFsjR9dRanKkww>> (Currently unreleased)

Clark, Lynda (2021) 'Uncle'. [Game: Twine Harlowe, Web] <<https://notagoth.itch.io/uncle>>

Clark, Lynda (2021) 'A Weird Randomised Love (?) Poem' [Game: Ink, Web] <<https://notagoth.itch.io/weird-poetry-generator>>

Clark, Lynda (2021) 'Towards "Creativity Amplification": or, AI for Writers, or Beating the System'. *Writing in Practice*. (7).

Clark, Lynda (2021) 'Mechanical Oracles: Writing for Talking Machines', *MIX Conference*. 27th June 2021. <<https://www.youtube.com/watch?v=mkstioADoJU>>

Clark, Lynda; Jung, Jung In; Anderson, Stuart; Blackham, Paul & Sood, Divij, (2020) 'Euphonia: Reflecting on the Design of an AI-Powered Voice-Controlled Narrative Game. *CHI PLAY EA '20*. New York: [Association for Computing Machinery \(ACM\)](#), p. 204-208

Clark, Lynda (2019) Eleveses with Eddie Murphy and Two Feuding Robots. [Game: Charisma AI, Web] <<https://charisma.ai/play/806>>

Compton, Kate (2015) *Tracery*. [Code: JSON] <<https://tracery.io/>>

Compton, Kate (ND) *Tutorial: Tracery*. <<http://www.crystalcodepalace.com/traceryTut.html>>

Cox, Dan (2021) 'Working with Storylets in Harlowe (3.2 and later)'. *Digital Ephemera: Code, Commentary and Complaining*. 22nd January 2021. <<https://videlais.com/2021/01/22/working-with-storylets-in-harlowe-3-2-and-later/>>

Le Doux, Adam (2017) *Bitsy*. [Code: HTML5] <<https://ledoux.itch.io/bitsy>>

Graft, Kris (2018) 'Devs weigh in on the best ways to use (but not abuse) procedural generation'. *Game Developer*. March 12 2018.

<https://www.gamedeveloper.com/design/devs-weigh-in-on-the-best-ways-to-use-but-not-abuse-procedural-generation>

Howe, Daniel (2020) 'Scripting Rita'. *Observable*.
<<https://observablehq.com/@dhowe/riscript>>

Friedberg, Anne (1991) "'Cut-ups": A Synema of the text'. In *William S. Burroughs at the Front: Critical Reception, 1959-1989*. Carbondale: Southern Illinois University Press. pp. 169-174.

Francis, Bryant (2016) '3 lessons on procedural storytelling from *Moon Hunters*'. *Gamasutra*. January 12th 2016.
<https://www.gamasutra.com/view/news/263303/3_lessons_on_procedural_storytelling_from_Moon_Hunters.php>

Galatea (2000) by Emily Short [Game: PC & Web] Oxford, UK: Emily Short
<<https://ifdb.tads.org/viewgame?id=urxrv27t7qtu52lb>>

Harper, Todd (2011) 'Rules, Rhetoric and Genre: Procedural Rhetoric in *Persona 3*'. *Games and Culture*. 6 (5) 395-413. <
<https://journals.sagepub.com/doi/pdf/10.1177/1555412011402675>>

Heasley, Colin & Emma Brewer (2019) 'Public Disgrace Generator'. *McSweeney's Internet Tendency*. July 9th 2019. Available from: <<https://www.mcsweeney.net/articles/public-disgrace-generator>>

Klimas, Chris et al (2009) *Twine* [Code: Html] <<https://twinery.org/>>

L2 Cyber Security Solutions (2018) 'Identity Theft Enabled by Fun Quizzes'. *L2 Cyber Security*. August 3rd 2018. Available from: <<https://www.l2cybersecurity.com/identity-theft-enabled-fun-quizzes/>>

MacFaddin, Colin (2020) 'How to write with artificial intelligence'. *Medium*. April 9th 2020. Available from: <<https://medium.com/@cmacfaddin/update-how-to-write-with-artificial-intelligence-c6dedeafe1f3>>

Master of the Land (2018) by Pseudavid [Game: PC & Web Browser]
<<https://pseudavid.itch.io/the-master-of-the-land>>

Morwood, Claire (ND) 'A Bitsy Tutorial', *Shimmerwitch*.
<<https://www.shimmerwitch.space/bitsyTutorial.html>>

Nelson, Paul (2015) 'Designing Branching Narrative', *The Story Element*. February 11th 2015. Available from: <<https://thestoryelement.wordpress.com/2015/02/11/designing-branching-narrative/>>

Newitz, Annalee (2016) 'Movie written by algorithm turns out to be hilarious and intense' [online]. *Ars Technica*. 9 June. Available from: <http://web.archive.org/web/20200114221225/https://arstechnica.com/gaming/2016/06/a-n-ai-wrote-this-movie-and-its-strangely-moving/>

Persona 5 (2016) by Atlus [Game: PS3 & PS4] Japan: Atlus & Sony

Piwek, Paul (2017) 'Dialogue with Computers: Dialogue games in action'. In J Mildorf & B Thomas (eds). *Dialogue Across Media*. John Benjamins: Amsterdam & Philadelphia. pp. 179–202.

Poem Generator (2017) <<https://www.poem-generator.org.uk/>>

Pseudavid (2018) 'The Master of the Land: A Confession', *The Master of the Land Devlog*. <<https://pseudavid.itch.io/the-master-of-the-land/devlog/58608/the-master-of-the-land-a-confession>>

Restless (2018) by Emily Short & Tea Powered Games [Game: PC & Mac] Oxford, UK: Emily Short <<https://inthewalls.itch.io/restless>>

Salter, Anastasia and Stuart Moulthrop (2021), *Twining: A Critical and Creative Approach to Hypertext Narratives*. Amhurst, Massachusetts: Amhurst College Press
<doi.org/10.3998/mpub.12255695>

Shane, Janelle (2020) *AI Weirdness*. <<https://aiweirdness.com/>>

Shane, Janelle (2020) *You Look Like a Thing and I Love You*. Wildfire: London.

Sherlock Holmes Mysteries (2018) by Ilya Platanov [Game: Google Assistant]
<<https://assistant.google.com/services/a/uid/000000b0ff87b6b1?hl=en-US>>

Short, Emily (2019) 'Storylets: You Want Them'. *Emily Short's Interactive Storytelling: Narrative in Games and New Media*. 29th November 2019.
<<https://emshort.blog/2019/11/29/storylets-you-want-them/>>

Short, Emily (2020) 'Mailbag: Development Process for Storylet-based Interactive Fiction'. *Emily Short's Interactive Storytelling: Narrative in Games and New Media*. 18th February 2020. <<https://emshort.blog/2020/02/18/mailbag-development-process-for-storylet-based-interactive-fiction/>>

Stokes, Patricia D. (2006) *Creativity from Constraint: The Psychology of Breakthrough*, Springer: New York.

Subject and Subjectivity (2017) by Quinn Kybartas & LabLabLab [Game: PC, Mac & Web Browser] Montreal, Canada: LabLabLab <<https://tineola.itch.io/subject-and-subjectivity>>

Thomét, Michael. (2018) *Trice*. [Code: Twine & Javascript] <<https://github.com/incobalt/Trice>>

Thorne, Sarah. (2020) 'Hey Siri, Tell Me a Story: Digital Storytelling and AI Authorship'. *Convergence: The International Journal of Research into New Media Technologies*, April 2020. DOI.org (Crossref), doi:[10.1177/1354856520913866](https://doi.org/10.1177/1354856520913866). 1-16.

Todorovi, Vladimir. (2019) 'Wandering Machines: Narrativity in Generative Art'. In *Journal of Science and Technology in the Arts* (11, 2) 50-58.

Togelius, Julian (2020) 'A very short history of some times we solved AI'. In *Togelius: Better playing through algorithms*. August 3rd 2020. <<http://togelius.blogspot.com/2020/08/a-very-short-history-of-some-times-we.html>>

Various. 'Sherlock Mysteries: SHCD Inspired Game for Google Assistant'. In *Board Game Geek*, Nov. 2018. <<https://boardgamegeek.com/thread/2086025/sherlock-mysteries-shcd-inspired-game-google-assis>>

Vincent, James (2020) 'OpenAI's Latest Breakthrough is Astonishingly Powerful, but Still Fighting its Flaws'. In *The Verge*. July 30th 2020. <<https://www.theverge.com/21346343/gpt-3-explainer-openai-examples-errors-agi-potential>>

Vinge, Vernor (1993) 'The Coming Technological Singularity: How to Survive in the Post-Human Era' in *Vision-21*, NASA, Westlake, Ohio, pp. 11–23. <<https://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/19940022855.pdf>>

Watch_Dogs Legion (2020) by Ubisoft [Game: PS4, PS5, Xbox, PC] Toronto: Ubisoft

Resources

Tools

[Actions on Google](#)

[Artbreeder](#)

[Bitsy](#)

[Charisma AI](#)

[Expressionist](#)

[Ink](#)

[Spirit AI Character Engine](#) (now defunct, provided for reference only)

[StoryAssembler](#)

[Text Synth](#)

[Tracery](#)

[Trice](#)

[Twine](#)

[Write with Transformer](#)

Inspiration

[AI Weirdness](#)

[BBC Script Library](#)

[Google's AI writing experiments](#)

[Project Gutenberg](#) (free ebooks and web versions of out of copyright novels and essays)

Interactive Narrative (General)

[Emily Short's Interactive Storytelling](#)

[Hypertext Narratives](#) by Anastasia Salter & Stuart Moulthrop

[Twine for Beginners](#) by Damon Wakes

Characters and Personas

[Character Profile: A Guide and Template](#)

[Conversation Design Process – Create a Persona](#)

[Modeling Conversation Flow: Types of NPC Initiative](#) (the first in a series of blog posts by Emily Short on designing interactive conversations)

[The Ultimate Character Questionnaire](#)

Text Generation

[Development Process for Storylet-based Interactive Fiction](#)

[Generative works made with Tracery](#)

[Language is a Virus](#) (a collection of text generation tools and toys for writers)

Writing with AI

[GPT-3 Creative Fiction](#)

[How to write with Artificial Intelligence](#)

[Expressive Intelligence Studio](#) (UCSC's AI research lab which produces a host of tools and example games related to proc-gen & AI for writers including some of those in the tools section above)

[Women Reclaiming AI](#)