Bibliography & Resources

Table of Contents

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=SXn_c-HM0Vk>

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

Austin, Nate (2021) 'Procgen in *Wildermyth*: 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/lCZ2fPA/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; Amodel, Dario (2020) 'Language Models are Few-Shot Learners'. ArXiv (online): Cornell University. <https://arxiv.org/abs/2005.14165>

Clark, Lynda (2022) 'All The Small Things: Depicting the Randomisation of Grief in (Digital) Short Fiction', *Short Fiction in Theory and Practice*. (Forthcoming).

Clark, Lynda (2021) 'Getting Back Out There'. [Game: Ink, Web] <https://notagoth.itch.io/getting-back-out-there?secret=CRQMLoRdgnQvqFsjR9dRanKkww> (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) Elevenses 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>

InGAME
Innovation for Games
and Media Enterprise

England, Liz & Horneman, Jurie (2015) *Mainframe.* [Game: Choba/React/Python, Web] < http://mainframe.intelligent-artifice.com/>

Friedberg, Anne (1991) '"Cut-ups": A *Syn*ema 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>

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

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.mcsweeneys.net/articles/public-disgrace-generator>

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

Kazemi, Darius (2014) *Corpora* [Code: Javascript] < https://github.com/dariusk/corpora>

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>

InGAME
Innovation for Games
and Media Enterprise

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/an-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/>

InGAME
Innovation for Games
and Media Enterprise

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. 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

InGAME
Innovation for Games
and Media Enterprise

Artbreeder
Bitsy
Charisma AI
Expressionist
Ink
Richcast
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
Darius Kazemi's Corpora
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

InGAME
Innovation for Games
and Media Enterprise

[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](#)

InGAME
Innovation for Games
and Media Enterprise