Background Information

Background Research

This work arises out of InGAME's ongoing 'Narrative and Play' research theme. The underlying principle of this theme is the concept of 'Creativity Amplification', which builds on Vernor Vinge's (1993) definition of 'Intelligence Amplification'. This is the idea that rather than solely striving to create machines which *are* intelligent, we may also use technology to amplify our own intelligence. In applying this idea to writers and creativity, this research strand considers not how to make AI (or other technologies) creative in and of themselves, but instead how to extend and enhance individuals' creativity through the use of processes and technologies.

The research in these toolkits also resulted in the academic papers "Euphonia: Reflecting on the Design of an AI-Powered Narrative Game" (Clark et al 2020), "Towards Creativity Amplification" (Clark 2021), "Mechanical Oracles: Writing for Talking Machines" (Clark 2021). Please see the Bibliography for full reference information.

Researcher Information

This toolkit was created by Lynda Clark, InGAME's Research and Development Fellow for Narrative and Play. Lynda Clark is a writer and game-maker based at the University of Dundee. Her debut novel, *Beyond Kidding* (2019) was recently optioned by Film4. Her short stories have been shortlisted for the BBC Short Story Award, Commonwealth Prize, Cambridge Prize, Galley Beggar Press Short Story Prize, and ACLS Tom Gallon Award, and are now available in the collection *Dreaming in Quantum* (2021). Her interactive piece *The Memory Archivist* was shortlisted for the New Media Writing Prize and won the British Library Labs Artistic Award 2019.

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