

Bibliography & Resources

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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

[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)