Bibliography & Resources

Table of Contents

В	IBLIOGRAPHY	1
R	ESOURCES	7
	Tools	
	Inspiration	
	Interactive Narrative (General)	8
	Writing (General)	8
	CHARACTERS AND PERSONAS	
	Interactive TV & Film	8
	Text Generation	
	Writing with AI	8

Bibliography

Al and Games (2020) 'How Watch Dogs: Legion's "Play as Anyone" Simulation Works'. *Al and Games*. [YouTube] https://www.youtube.com/watch?v=SXn c-HM0Vk>

Armstrong, Mike, Sally Bowman, Matthew Brooks, Andy Brown, Juliette Carter, Andy Jones, Max Leonard and Thomas Preece (2019) 'Taking Object-Based Media from the Research Environment into Mainstream Production', in *IBC2019*. *International Broadcasting Conference 2019*, IBC. Available at: https://www.ibc.org/download?ac=10517>

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

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>

BBC (2019) 'Click 1000: The Future of Television', *BBC Click*, BBC News, 6 July 2019. https://www.bbc.co.uk/taster/pilots/click1000>

BBC (2019) 'His Dark Materials: Discover Your Daemon', *BBC Connected Studio*. < https://storyplayer.pilots.bbcconnectedstudio.co.uk/experience/HDMadventure>

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.

Boudreau, Ian (2020) 'Black Mirror: Bandersnatch is literally a Twine game', *PC Games N*, 29 March 2020. https://www.pcgamesn.com/black-mirror/charlie-brooker-twine

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

Cardullo, Bert (1982) 'Expressionism and the Real Cabinet of Dr Caligari', *Film Criticism*, (6:2) 28-34. https://www.jstor.org/stable/44018696>

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). < https://www.nawe.co.uk/DB/wip-editions/articles/x11-towards-creativity-amplification-by-lynda-clark.html

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/

Dimbleby, Kate (2022) 'Creative Midwives and Story Islands: the Art of Mapping Interactive Stories', Stornaway.io. https://www.stornaway.io/the-secret-of-mapping-interactive-stories/>

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

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

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

Fischbach, Mark (2022) 'In Space with Markiplier'. *YouTube*. 18 March 2022. https://www.youtube.com/watch?v=wfdMicitgnA>

Fischbach, Mark (2019) 'A Heist with Markiplier'. *YouTube.* 30 October 2019. https://www.youtube.com/watch?v=9TjfkXmwbTs

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 f rom Moon Hunters.php>

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

Howe, Ru (2008) 'Indecision! An interactive vlog story from Wed 23 July 2008 – Twittervlog #178', YouTube. https://www.youtube.com/watch?v=VtQg LCq T8>

Jensen, Jens (2008) 'Interactive Television – A Brief Media History'. In Proceedings of the 6th European Conference of Changing Television Environments, EuroITV 2008, Salzburg, Austria, July 3-4, pp. 1-10. http://dx.doi.org/10.1007/978-3-540-69478-6 1>

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

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

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/>

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

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

Naylor, Molly (2022) '5 common scriptwriting mistakes (and how to avoid them)'. *National Centre for Writing*, 16th March 2022. https://nationalcentreforwriting.org.uk/article/5-common-scriptwriting-mistakes-and-how-to-fix-them/

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/

Patrick, Stephanie (2021) 'You get to stop him! Gendered violence and interactive witnessing in Netflix's *Kimmy vs the Reverend*' in *Critical Studies in Television: The International Journal of Television Studies*, 16 (1). Available at: https://doi.org/10.1177/1749602020976914>

Perron, Bernard, Carl Therrien, Dominic Arsenault, Martin Picard & Guilliaume Roux-Girard. (2004) 'History and Theory of Early Interactive Cinema', *Ludi Cine*. Available at: https://www.ludicine.ca/cin-ma-interactif

Perron, Bernard, Dominic Arsenault, Martin Picard & Carl Therrien. (2008) 'Methodological questions in "interactive film studies", *New Review of Film and Television Studies*, 6 (3), pp. 233–252. doi: https://doi.org/10.1080/17400300802418552

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) *Master of the Land* [Game: Twine, PC & Web Browser] < https://pseudavid.itch.io/the-master-of-the-land>

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

Pynn, Mike, Irene Pynn & Rob Cunha (2015) *The Broken Rover* [Game: Online; Twine] Orlando, USA: Indie Galactic Space Jam https://www.mikepynn.com/thebrokenrover.html

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 (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/

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

Short, Emily (2000) *Galatea* [Game: Inform7, PC & Web] Oxford, UK: Emily Short https://ifdb.tads.org/viewgame?id=urxrv27t7qtu52lb

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

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 Al'. In *Togelius: Better playing through algorithms*. August 3rd 2020. <<u>http://togelius.blogspot.com/2020/08/a-very-short-history-of-some-times-we.html></u>

Ubisoft (2020) Watch Dogs Legion [Game: PS4, PS5, Xbox, PC] Toronto: Ubisoft

Ursu, M.F. et al. (2020) 'Authoring Interactive Fictional Stories in Object-Based Media (OBM)', in *IMX '20: ACM International Conference on Interactive Media Experiences*, Barcelona, Spain: ACM, pp. 127–137. https://dl.acm.org/doi/10.1145/3391614.3393654>

Ursu, Marian F., Maureen Thomas, Ian Kegel, Doug Williams, Mika Tuomola, Inga Lindstedt, Terence Wright, Andra Leurdijk, Vilmos Zsombori, Julia Sussner, Ulf Myrestam, Nina Hall (2008) 'Interactive TV Narratives: Opportunities, progress and challenges', in *ACM*



Transactions on Multimedia Computing, Communications and Applications, (4, 4) 1-39. https://doi.org/10.1145/1412196.1412198>

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) 'OpenAl'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

Woolf, Max (2021) 'Train a GPT-2 Text-Generating Model with GPU for Free', *Google Colab.* https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7YSEwypxU-noRNhsv5dW4NfTGce>">https://colab.research.google.com/drive/1VLG8e7

Resources

Tools

Actions on Google

Artbreeder

Bitsy

Charisma Al

Expressionist

Filmora

Ink

MakerBox

Richcast

<u>Spirit AI Character Engine</u> (now defunct, provided for reference only)

Stornaway

StoryAssembler

Text Synth

Tracery

Trice

Twine

VSDC Video Editor

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

Writing (General)

Plotting vs Pantsing

Resources for Writers

Scriptwriting Tips

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

Interactive TV & Film

Adding End Screens to YouTube Videos

Adding Info Cards to YouTube Videos

<u>Library of Congress Video Collection</u>

Ludi Ciné

Public Domain Movies

Text Generation

Darius Kazemi's Corpora

<u>Development Process for Storylet-based Interactive Fiction</u>

Generative works made with Tracery

<u>Language is a Virus</u> (a collection of text generation tools and toys for writers)

Writing with AI

GPT-3 Creative Fiction

How to generate text with Artificial Intelligence

<u>Expressive Intelligence Studio</u> (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 Al

