

A new way for AI creativity





Yes!!

file:///F:/myProjects/tfKeras/UCSC/Opensource/WebAppForPic2Story/frontend/pic2story.html



Al Research

- Fluent Story Generation (required for multi-plays) (past context)
- Goal-based creativity (how to evaluate)(future context)

Al Based Game Design

Given the capability of creating prompts from images and generating stories based on prompts, a lot of different frameworks can be developed to facilitate designing process.

Impact On Design

An example framework Player draws an object of the category Animal Rabbit 1. Furniture Emit next 2. Light Game Loop category 3. Animal 4. Giant Al generates next portion of the story Sequence of

Designer creates a sequence of categories

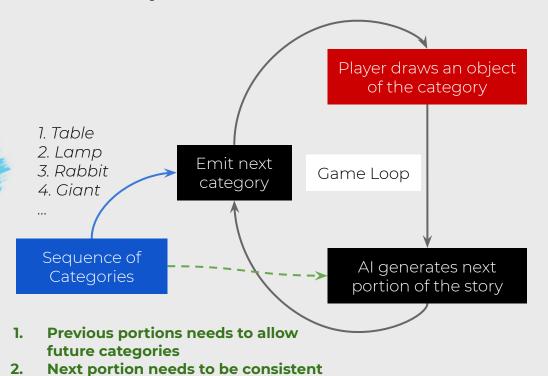
Categories

Anyone can design a game!!!

Impact On Research

An example framework

with previous portion!





Technically, implemented everything. But,

- 1. Very limited prompt generation capability.
- Unreliable image recognition. Doodle dataset itself is unreliable.



Found **new ideas** to research on and improve 1 & 2.

Byproduct: Doodle Dataset Training Generator. To be open-sourced.



Play Test Experience (1)

- 1. Doodle recognition is almost always wrong.
- 2. Ul is easy to understand.
- 3. User's drawings have much more variety and detail than the doodle dataset.



