Researcher: Hi. Hello. Hello. No worries. Yeah. So I'm ***, and I'm the one that who has been messaging you and the the team. We are all working a project together. We're ***. Yeah. And we're from ***. So we have been reading in the email before. Just before we start, we want to oh, first, it's like, could we could I record

P2: Of course. Yes. Yeah.

Researcher: And we will delete it afterwards.

P2: Like I don't mind. I don't mind. Okay. Okay. Yeah. So before we start, we just want to get to know you a little bit more. I guess, like like, how long have you been working with, like, IDN, or you just did it because you have, like, working with a project with, like, friends?

P2: Honestly, yes. So I was doing a master in information systems. One of subjects was subject that *** was teaching, which was intelligent interactive systems. And then I had just to do a thesis, and *** is fantastic. And I just chose him, and he ended up working on IDN. So I spent some time learning about IDN, and then I dropped it. And now I'm doing something completely different. So yeah.

Researcher: Team, do you have some question to ask?

P2: Yes. Hello, P2. My name is ***. Hi. Can I ask you what you're doing now? I work as a data engineer in energy sector, which is something completely different. Yes. Wait. Do you have a piercing? Is it it's not on your teeth. Where is it? No. It's on the

Researcher: On the lid.

P2: On the lid. On On this sorry. I'm crazy about piercings. I want to have it everywhere. So yeah.

Researcher: Yeah. I have a few questions. We have nothing else. I will jump into Yeah. Test. Okay? you okay too? Yeah. So the test of today will be, like first, let's, like, thank you for your time. It's quite last minute, and then you could into our test. So now we're just gonna have I think what we're doing is quite similar to your master thesis because, like, actually, also doing the interface, like, for Yeah. Creating for the IDM tools. And, also, we're just focusing on ideation and mini making phrase like this.

P2: Yes. I used to be very familiar before. Yeah.

Researcher: So and today, the design, we are not but we are not focusing on, like, the official layout. Like, not we are more, like, to having different design. We want to test out what the

features that was Mhmm. Through. And UI, like, user interface is more like a container for us to test. Prototype. Yeah. Yeah. Yeah. Mhmm. And then the prototype is, like, some is more we did some in Figma, some in v zero. So some is more interactive, some is not, but it is a prototype. So just letting you know. Yeah.

P2: Yeah. Yeah. Clear. Yeah. Okay. And there will be three sets of design. So maybe I would just send you a link first. Mhmm. Mhmm. Yes. Why? Okay. I get lost. Here. Uh-huh. Yes. I see Figma. Yes.

Researcher: Yeah. So you could click it.

P2: Start your adventure. Okay. You want me to share my screen?

Researcher: Yes. Let's see. Yeah. So I have you on one screen, and I'm sharing the other screen. Do you see

P2: Yeah. We see it. Yes.

Researcher: Very nice. Yeah. So this is, like, design a. You're gonna just set up your own IDM project. So you could just play around, and the method that we are using now is, like, think aloud. So we encourage you just to say whatever you're thinking.

P2: Mhmm. Let me start again because, like, I I already clicked two times somewhere else. So let me just here. So yes. Yeah. So I do see some text, which this is let me read. This is creating interactions, branching path, and structured narratives for writers, designers who want to build complex stories, the tool is free. Okay. So that's some introduction. Makes sense. Gives me an idea what it is. Start adventure. I do see on top project name. I wonder whether I should type something there or not because yeah. Okay. Save. What what will happen? Okay. Nothing happens here. Could so so you just want to, like, write write a project name here? Ah, but I can it's not interactive. Right? So I cannot do that. Okay. Yeah. Okay. Okay. Okay. Hi. Start by answering a few simple questions about your stories. System understand. If you don't have, it's okay. Okay. Feel free to skip, but I don't have an option to skip. So yeah. But I think it will be, so let's go. Uh-huh. But I can basically yes. I can skip. So I can skip things by just putting next all the time. I am a bit confused about this project name thing because I would imagine if it's saved that I can type something, but it's not the case, but it's it's fine. Okay. What's your initial story? Let me do okay. Back. Begin with what you understand clearly. Our tool will use information to help you check your logic, identify potential issues, suggestions. Creative scratch pad. Write innocent idea, genre, main character, goals, set in main conflict, how player choices affect story. There are no wrong entries. Oh, okay. Do I have a limit of how long can I write?

Researcher: You could just do do it you could just do it briefly. Like, you don't have to do it.

P2: I'm not a creative, so I will use. Me a story outline. How do you call it? Draft to start working Nick, myself. Horror dystopian. Stop writing. Can I prevent your GPT from writing? Sorry. I'm always having this issue because I never finish horror dystopian. Yes. And now what? It's still writing, people. Yeah. Okay. That's not the outline. That's the whole novel. Okay. Horror

dystopia. Then try again. And then this one, will just paste. Fertile story titles. The regulation. Okay. Uh-huh. Uh-huh. I so, basically, what I will do, I will paste this stuff into the tool. Yeah. Takes time. I should have given a limit to, like, give me, like, I don't know, 100 words because that's that's incredible. Yeah. I'm I'm I'm taking the course on making good prompts, but I'm not there yet.

Researcher: How often do you, like, use AI in your everyday life?

P2: No. Usually not. But since like, usually, because when I work in my own field, I know the stuff. Stuff. Right? So I can think about it. But now, for instance, with you guys, I'm not creative. I'm not writer. So if I would now start thinking about it, I would get crazy. So, yeah, I'm using it when I have to do something which is not my field of Yeah. Study, basically. So yeah.

Researcher: And you?

P2: We we integrate quite I mean, I integrate quite a lot. Yeah. Yeah. And I'm very So let's see how to edit it. Story title working as a regulation. Okay. This I remove and then premise. Let's read it because I'm also not just pasting. Mhmm.

Researcher: But we could just do this, like, briefly because it's more like the

P2: Okay. Key character. Let's do Alison. Oh, emotionally non worker. No. No. No. No. No. Esmeralda. Yes. That's some bad character. Sorry. Okay. Okay. So let's imagine that. Go. Next. Cultural context. 02/2010, period. Location, China. Culture time period. Location, culture. Futuristic, which we never had before. You have to make it up. Key references, images, videos. Uh-huh. But I cannot do that. Right? So I cannot insert anything. Okay. So I skipped this.

Researcher: You you you can also try to make an attempt to maybe, like, inform us, like, some of these features. Do you find them useful?

P2: Uh-huh. Oh, yes. That's a good one because I'm just doing things without commenting. Well, to be very honest, I do recognize that it's a bit of, like, ideation phase. Right? Mhmm. So I did some comparable things. In terms of I'm now just taking it as some instruction, basically. Mhmm. I think I like, judging on the people with whom I've talked, the creative people, they don't like this kind of rigid structure because the creative process is more, like, nonlinear. Right? So it might help some people. It might help not help other people. For me, for instance, even when I'm writing papers or anything creative, I never follow a structure. And that, for instance, it would not help me. So, like, this initial story outline, I've not the slightest clue. So I start. Oh, I mean, I I'm, like, imagining when I'm writing papers for study or something for work. I have an idea, but it doesn't help me to write it all together, actually. But I do recognize ideation phase. That's the way I did it as well. So I'm literally giving you feedback that other creatives told me, like, do we want me to know it all up front? Cool. Yeah. So but I do see and, also, I don't see a lot of difference between, like, you know, initial story outline. Right? So I write here stuff, but then what is the background, cultural context? So I don't see how that differs from from this, actually. Okay. Yeah. Because here, I already see, yeah, goal setting. So setting is a cultural context.

Setting is a cultural location. Right? Like, period. So all this is already including all the other things, I think. That's, like, how how I perceive it. Right? Mhmm.

Researcher: Yeah. And and just, like, reviewing how you did the task just now, you wish, like, we could implement AI on this stage. Right? That's a very difficult question. What do you mean to implement AI in I do wish you want AI you could have directly AI to help you or AI

P2: Honestly honestly not. So I did this as a AI because I was, like, talking to you. I was concentrating on, like, yeah, doing the test with you guys. But I do think that, like, again, as I say, I'm using AI for something which is not my field. And I would imagine the target audience for these are people who are, like, well, creative, inspired, have their own idea. Right? So I I would like, especially for basic idea, I think idea should come from yourself. So I used AI a bit wrongly, I think, because I think AI is a good, like, as a supplement. So you have an idea, you write a text, and then you help AI to polish it. You use AI to polish it to kind of brush it up, blah blah blah. But the original idea is kinda yours. So at this stage, actually, I would I personally would not want AI because I have a big a big ego, and I want to value my creativity. Okay. Good. Good. And now we could just continue with that. Yeah. Yeah.

Researcher: Yeah. So, yeah, key references, videos, other media. That could be good to edit. But then how do you see these features then? Like, how would it You could go at the next the next Yeah.

P2: Okay. Okay. How you Okay. So initial story. I didn't show you the pictures. Yeah. But there's no Ah. Mhmm.

Researcher: But what do you think when you see the key reference? Like, what do you think that will be useful? If you see, you could attach, like, media, text, like,

P2: Can I can I go back? I cannot go oh, yeah. I can edit concept. Ah, if I do edit concept, I okay. So what's your first initial thoughts on this when you see look at this feature? On this one of the overview, you mean? The key reference because you just key references. Let me see. Let me key reference. Images. So I do see that it it points me to some media. So it should be something which is not text being, I don't know, whatever images, videos, I think. Audio, I was also using this ***, so it's different type of media types. Well, it definitely is useful. It is useful, but the way I I'm also a bit not sure whether at this stage, like, at ideation. So I literally did, like like, outline, and that's it. Like, I yeah. I don't it also depends what kind of story. Right? Because if I'm writing a book, then important is text. Right? And the rest is supportive. If I'm writing a visual narrative, then, like, media is, like, the main the main thing, actually. So I think that this key references also depends very much. Its role depends on what kind of like, what is my main media. Mhmm. Because in my head, I was more because, like, I was when I started with the whole thing, I see a lot of text in the beginning. So my my frame already, like, okay. This is a text heavy narrative. Right? So the main medium, the main thing is text. And then I go here and I see images. And for me, in my head, again, they are, like, secondary. They are, like, a supplementary, so maybe they can be added later. But I would imagine that if if your story is, like, video mix media, blah blah blah blah blah, this is quite an important thing. But then maybe

it should be placed somewhere earlier or maybe you should I I I yeah. Yeah. Good. Yeah. It's it's good to hear that.

Researcher: Yeah. Kim, do you have other questions? If not, I will move to my next.

P2: No. I don't have any. I'm good. So now, Yuliya, you could, oh, yeah, you could just review this page. Yeah.

P2: So I see I'm just curious in a recursion loop cycle. Let me see whether it past pasted the whole thing. Okay. It pasted I was curious whether it has, like, a limit on text. You know? Okay. Yeah. Okay. Can I build my story?

Researcher: Or No. When you let's see could view your story, and then the app page will be in the group chat.

P2: Oh, okay. Built. Yeah. And then you could go to the group chat on another link. It's a And then and then that's when I built. Let me put it here. So once I build it, I see something else. Yes. Yes. Got it. Okay. Based on your plan, we've generated some things and assets. Would you like to use them or start from scratch? That's good because uh-huh. No build from scratch. Yes. I would want to use it. Yeah. But then I think if I click it, it will not use my old stuff. Right? Yeah. Yeah. Yeah. Ah, okay. Also, basically, here, it's just a canvas, and I build from scratch, basically. Mhmm. Okay. Build from scratch. Templates. Okay. So what's your thoughts on this when you see this? Templates. I would would would would would would prefer to have, again, some introduction. I'm kinda seeing how it works, but no build from scratch. Again, project name, like, what am I building? Right? So right now, build from scratch. Right? Like, so we we we forget all the ideation which we had right now. And now I I just start here. Right? So I'm based on your plan. So I don't have any plan. Would you like to start from scratch? Build from scratch. And then I see some templates. And, again, I don't think it supports me me. I'm not a creative, but I would imagine that creative would want to, like yeah. So I draw some I I I'm I'm a bit difficult for me to think about it. Okay. There are some templates Mhmm. Which provide me with some predefined structure for the story, which I might not even have in mind. So

Researcher: What will you expect after you click the template? Like, what will think you will see?

P2: Let's figure out. So I think from visual thing, something comparable to what I've built in my thesis some blocks. So let's see. Text based, two choices. Let's try this one. That's only two weeks. Okay. Media with text, two choices, and text. So let's do media. Okay. Click. Okay. And now button button. Preview assets. So if I go to assets, add your text here. Okay. So let's see. Okay. I see some generated picture.

Researcher: Yeah. That this supposed to you just it's like you have import to it, but we can't it's really

P2: Yeah. Of course. Yeah. Add your text here. Can I do that? So if I click text, text box. Yeah. So, normally, there will be a text box, but this is for you to get the idea. Mhmm. And then if I click

here button. Okay. I to be honest, I don't know what to do. Okay. Interaction. Inputs. Okay. Button. Interaction information. Okay. I have to grid, take left, pass, click, go to scene two. Guys, honestly, I have no idea what I'm doing.

Researcher: So this function doesn't make any sense to you?

P2: Honestly, not because I kinda try different things, and I see some things popping up. And for instance, I put on a text box. I see some text box appeared. So I want to come here and to edit it Mhmm. Or to drag it or to do anything Mhmm. But I cannot. Yeah. And then I go and I expect it to at least stay, I don't know, until I delete it because now okay. Button. If I created it, I want it to stay, but then I click away and it's done.

Researcher: About you can mention, like because now we have we've been limited by the prototype, but you can just say, like, what you want to do when you click that button. Like, what you use that you

P2: Oh, what I want to do? It's done. Project name. So I started let me go back. So I started with let's say, I'm an aspiring creative. I want to make a story, and there is a tool which helps me. So I want to start with a template. I click on this one. I see blank canvas. So we are button button. Assets. Okay. So I would expect some more clarity. I think very important would be to have some information boxes. Right? Like, so I would hover on this one, and it would tell me what this actually oh, okay. Now I see that there is when I click on this one, I see the possibility what I can do with the story, which is very nice. It looks already I can spend time looking into this. But, honestly, I've not no clue what what this thing is. So if I would hover on it and it would tell me like, it will guide me or something. Because, like, to me, the icon looks like nothing. I have no idea what it this icon means, actually. And if I hover on it, I have no idea what it will do. But when I click on it, I'm actually happy about results. Okay. I just skipped it. It was the first one, but I just skipped it. Okay. So I would actually your question, Alison, was I would expect I would actually expect something like this, and I see it now. So that that's good. Now I don't know what to do with it.

Researcher: On the block, let's say, do you look at the details? There's choice block conditional condition block. Do you think those make any sense to you?

P2: Let me see. Okay. Dialogue block. Dialogue block. Free text block. Choice block. Conditions block. What a different let me let me read through a background variables. Time choice, character, interactive objects, and purpose. You know, so I do see that I think user or creative is expected to has means to create, like, a story structure, like, back end of the story to know how it will work. Is that correct? Or what did you put in

Researcher: Yeah. We we just want to more, like, hear your thoughts, like, when you look at

P2: Okay. Mock. Yeah. Yeah. Yeah. So I I again, I I I kinda a bit know because I read about it. I do know that it might be that this internal structure of the story, like a back end, which in the end would generate the story itself. But as a user, it would be difficult for me to place all of these things. So maybe as an option, instead of, like, templates, we could give user, like, the same,

like, this red hat, this picture which you had, but, like, premade stories using these blocks so that I can have, like, a cookbook. You know? So I can open right now and see that for this simple story, using all these blocks, I would do this this this this this. Because now if I'm given, like, a blank canvas, I have no idea what to do. Okay. Mhmm. So that could be cool, I think, if we would, like, start from here. So templates, but maybe it could be, like like, sample story or something. You know? That could be useful if you start with with with working with this tool. So, yeah, I I expect that answering your question that with this particular interface, I can build an internal structure, a back end for the story, which in the end, would compile or, I don't know, render, and it would give me the whole the whole narrative. But that's basically a back end structure of the story. I imagine it's not interactable. Right? Okay. Can you maybe free text dialogue condition choice block? I don't know based so I do see different medias. Right? So interactive of same purpose. How can I ask how did you make the the the choices of these conditions? Right? Like, so for instance, sync purpose. I just don't see how to use all of this toolbox. Okay. I don't see, for instance, a difference between choice block and condition block. I don't understand the difference. Okay. Yes. Yeah. Time choice block. Yeah. I think I need much more, like, theoretical background. So if you give me this UI, I want to know what what is what what what it means. Yeah. Okay. Yeah. Maybe now we could also move to another task. Yeah. We need to see another link that I just sent you.

Researcher: Another link.

P2: Okay. Let's let's go to another link. Bam. Bam. And we go to another link. And we put another link over here. Yes.

Researcher: And this is the first time that you have create some of your template some of the scenes of your story already, and now you just want and now you could explore this interface. Let's see. As you could tell us, what's your flaws that what which what what you wanna click, what you want to explore.

P2: Okay. So if if you don't so I see what things I can do. Okay. So if I will click here. Okay. I click here. I see something. Okay. Where else can I click? I click here. I see. How see. Okay.

Researcher: How how would you interpret this, like, this page now when you see this?

P2: Well, difficult to be a very honest. For me, very difficult. I think also maybe because, as I say, I just did a thesis on it, so I'm not very familiar. Mhmm. How I would interpret? So as you mentioned, I did create something already. And now I see the structure of my story, and I can navigate it and look around. Okay. Project summary. If I click on this. Okay. I clicked on something, and something has appeared. Initial story outline, cultural context, key references. So I think that's that's my story. That's my project summary. Okay. Then I have multiple scenes. So if I timeline. Okay. Events. Uh-huh. So I see different ways, I think, to to to look at my stories through different lenses, and it could maybe help me to find inconsistencies in in a story as I created it. So when I have, I see different representations. Right? So I don't understand what's that. Uh-huh. Choice. Run grid. Okay. That's that's a story with multiple options, I think, like, when something is given to me and I choose either to uh-huh. I see. That's that's actions. That's

choices. Timeline. Okay. Yeah. So this is very useful because I think that this allows me if I was concentrating on only one way of building my story. I can see multiple perspectives, and these perspectives will help me to find my own blind spots. So this is cool. Mhmm. Okay. Yeah. Comment. Okay. That's good as well. So Yeah.

Researcher: What would you expect with this comment notes, like, when you're creating?

P2: I think that's also good for creatives in general because they don't like being, like, locked in the tool. So it's good to have a possibility to do your own free. So, yeah, notes to those forget things. Don't yeah. So I think that's useful to have comment, and I remember that everybody I was interviewing as well wanted to have some space where they can write their own stuff instead of what designers of the tool have designed you to. Right? So text idiom notes. Write your story here freely. Okay. Okay. Uh-huh. So mhmm. Left pass, right pass. That is nice. So this basically edit mode. It allows me to, edit my whole story in a free textual format for people who just want to work with text and provide choice, so here choice options. So that that's also nice because it gives you textual. A lot of people are used to textual, only textual processing, so you can just write your things rather than using blocks. Okay.

Researcher: How will you interpret this page now? You have moved from the text, and then when you can close it, it come

P2: Yeah. Close it. Okay. So, basically, here, I see so it's all the same story, and I can access this stories through here, Mhmm. Which gives me as a writer a possibility to use my own genre, which I wish. Mhmm. And then the tool basically supports me in showing me, as as I said already before, showing me the way, okay, I did something and everything disappeared. How do I bring it back?

Researcher: You you can just click on the text edit mode again. But but it's okay. That's not the most important thing. I want to hear more, like, your feedbacks. So Okay. When you like, your comment. And after this, we'll move to the next design.

P2: Okay. Okay. So yeah. So I I actually very much like it. I didn't explore everything, but now I I I'm a bit random, you know, so I think it's difficult for me to work with unfinished things. And I know you guide me. You told me upfront, but I want to click everything and to destroy everything. That's also maybe the way I function. So for me, with my mind I also have a DSG. So for me, with my mind, it's difficult to work with, like, prototypes, I think. Because it's a lot of it's a lot of functionality. So maybe even for me, it would be easier if it was less, but then it was a complete thing. You know? Because now there are a lot of options, and I click everywhere, and I destroy everything because there's a lot of things to explore.

Researcher: No. No worry. But it will be a lot of hopefully, the prototype testing. But, maybe you could take over from me.

P2: Okay. Sorry?

Researcher: Oh. Okay. So hi, P2. I'll be taking you through the second design. I've sent two links. We can start with you first.

P2: Yes. Let's do that. Two links. So I close thing. I close this thing, and I take your first link on the screen. Yes. Tell.

Researcher: So this is the first the second prototype design of the setup phase. So you can go ahead and Mhmm. Your adventure. And feel free to think aloud. Tell me any features you feel are useful or not useful or more useful than the other or Uh-huh. Thoughts on the design.

P2: Yeah. Okay. Okay. So we start. Create a story and select idea that best represents it. I first first of all, I see why it helps me to also understand that there are three steps in front. I also already see what those steps are, so it helps me in building a mental picture as well of what is coming to me. And I think that was also the case with you, Alison, but I didn't notice it. So that's cool because I want to know what's up front. Create a story select project title. Okay. I'll do my my thesis. Okay. Write a story description. Okay. Genre. Okay. Form, interactive narrative, visual novel, etcetera. I okay. It's a free text. I wonder what will happen if I type anything. Okay. Let me see what types of media narratives. What do we have? Can be multiple dependent form structure purpose, blah blah blah categories by format. So I will use one of this. So I assume in this case, prefer, like, maybe a drop down of options. Yeah. I want to I want to know the specific thing because, like, I can write anything. I can write a banner. Right? But what will it give me? Oh, and it's gone. So I think I would prefer more deterministic thing because because if you give me freedom and I can I even oh, okay? Yeah. Okay. I see something else is generated here. Oh, no. It was visual novel. It's the same. Okay. Let's stop.

Researcher: It's alright. We don't really I think it's my We don't have to.

P2: Okay. So here, I would expect some deterministic list because especially when it comes to form, you know, like genre, I can kinda narrate, but, like, form difficult. Yeah. But yes. Okay. Then here. Browse similar ideas. This is very cool, actually. That's, I think, what I was asking from from Allison to have, like, something that could inspire me. So this is cool if that's possible to do that.

Researcher: So my question then is when you click on one of the similar IDNs that have been suggested for you, what would you expect to see in there?

P2: I would expect to see like, I think I would expect to be able to choose either the game itself or the game, the narrative itself so I can consume it as a user or to look at the back end. So I think when I would click at one of these guys, I would want to have another option to either consume it as a user, as a target audience, or as an author, as a creator, and then I would see the diagrams and blah blah blah. So that would be my expectation. What will happen if I click? Ah, not much. Okay. Right. So You see, I'm I'm like I'm like a child in a candy store because I want to, like that's very difficult for me because, like, I understand I have to imagine, but I'm like, show me. Show me. Okay. Sorry. Next. Okay. Add story elements, purpose, pure entertainment, social message. So let's do social message and educational and pure

entertainment and other. Okay. Audience, children, teenagers, young adults, adults. How I'm thinking. Thinking. Thinking. Thinking. Thinking. Are talking here. I do have a lot of issues with censoring information based on age. But maybe that's only me. But, yeah, maybe that's only me. Okay. Style.

Researcher: Well, let's explain that. Not, like, based on age, how would you want to how to define the audience?

P2: I think maybe, like, now I am an author. So how if not based on age? That's a good question. I don't think that age is representative, but what is representative? I'm struggling to answer. So I don't know. Level of intellect, maybe? No. I'm I'm kidding. I'm kidding. Oh, no. I'm kidding. There's no wrong and right. Right. Yeah. Yeah. Okay. Style, realistic, stylized, abstract. I also don't know what it means. What is difference between stylized and abstract, for instance? So I need explanation of all this terminology. Mhmm. Okay. Mhmm. It's, like, interesting because this the whole tool is made for authors. Right? And authors are creators themselves. So they want so it's like a create a tool for creators who create something for other consumers. So it's like triple chain. So I think it's important for this kind of authors as a target audience of this tool to to open the hood for of everything, you know, to tell what you mean by everything. Mhmm. Yes.

Researcher: So what what are your thoughts on mood boards? Do you think mood boards are helpful for authors or not?

P2: For what? For what?

Researcher: For authors in their design in the in this **ideation stage**. **Mood boards**? What what is this? Like, sort of like a canvas where pictures, text, videos, any form of content come together in one canvas just to... And what what do you what do you call it?

P2: Mood mood board.

Researcher: Mood board. Mood mood board. I I I just type in the group chat.

P2: Thank you. Because I really don't know this is **mood board**. I never knew that it exists. Okay. Thank you.

Researcher: It's like some have you used Pinterest before?

P2: Yes. Yes. Yes. Similar to Pinterest, kinda. I think it's super I think it's super useful because it triggers inspiration, right, from multiple perspectives. I just didn't know what it is. So sorry for that.

Researcher: Yeah. That's right. So we can continue.

P2: Yeah. We can continue. But I do think that, like, having the board with different type of things like Pinterest, it triggers you from multiple perspectives, right, like, from from different

angles, and that stimulates creativity. So I think it's super useful, actually. Okay. Okay. Next. Review. Title, description, form, genre, story elements, purpose, target story elements, purpose. So I would imagine that story elements, it's something else than this. I would imagine it's more like characters, locations, blah blah. But maybe that's me and my framing. So I category wise, I don't understand a bit. Stored it to you. Okay.

Researcher: Can I build my story and go to the next screen?

P2: Yes. We can. So building your so now we can go to the next link. Mhmm. Mhmm. Mhmm.

Researcher: Next link, I put it here. Yes.

P2: Yeah. Okay. You can go ahead. Like I said earlier, feel free to think aloud. Okay. So I imagine that I have built my story, and now I see this. And I see here a face, so it's good that triggers me that I can also go back and rebuild it if necessary. So that's cool. Okay. You haven't created any scene yet. So now we and I saw the similar scene with Allison. So we assume that story consists of scenes, but it was introduced nowhere. Right? So I'm now based on this. I kinda start understanding that, like, we assume that **scene** is a building block of a story, but it's, like, more expectation from the tool, which I was maybe not informed. Maybe I just skipped it. So I kinda it's interesting for me to now come to understand that story contains things, which kinda makes sense, but I want some introduction, I think. And I think it would be helpful as you build previously the previous IDNs. So this part here, this **browser similar IDNs**, if I would have this example and they would tell me, this is stories. This is scene one, scene two. It would land in my head quicker, but now it's a bit slower. Okay. Okay. You haven't created. So create your first scenes. Oh, and it's written here. So while I was talking, I was not reading. So now I'm reading. Scenes as a building blocks of your interactive thank you. No questions. It's all here. Forget everything I said. And now I have to shut up and read. Sorry, people. Pick a template that fits your SIN or start from scratch if you prefer full control. SIN ID. Okay. Pick a template. Okay. This is nice. This gives me actually quite structured framing. First of all, it tells me what SIN is. Was I was complaining that it was not, but it did. And secondly, it's a very nice explanation here of what I can do. So I can search templates somewhere. I can create a new thingy, but if I'm not in if I don't have inspiration, I can find a existing thing. And I see multiple options, choice in background, syntax setup. So it's also very nice because it's a bit comparable to what what I've seen at Allison design, but it tells me what is what. So I'm more in control, and I know what I'm doing. So that's cool. And I see I can only do two options. I can either do blank thing or dialogue. I'm curious what will happen if I click on dialogue because I don't know what I will do. Background characters, position, emotion, dialogue, optional choice, music, **SFX**. What is **SFX**? Sound effects.

Researcher: Sound effects.

P2: Sound effects. Okay. Didn't know this term. Okay. Mood mood board is **SFX**. Okay. New synonym dialogue. That's actually very lovely. So I wanted right now to, again, click here. And I know that it's not possible to type, but I have this reflex. I want to start typing myself. But when I clicked it, I see it's prepopulated, so I can see what should be. Don't find the hidden letter in

abandoned house dialogue. What is this? A letter addressed to me. Choices. Conditions. This is very nice. This is very, very informative. I think it's also for my the way I think it's very helpful because it's, like, guides me step by step WhatsApp. Mhmm. And uh-huh. Upload the character. So, basically, backgrounds. Oh, that's very nice. It's very helpful to see how how it works. Before so, basically, before you start working with the tool, it's very nice to understand the capabilities fully. And then you can, I think, also, like, having this information, you can start generating your own ideas based on this UI?

Researcher: So what are your thoughts on the features this **AI assistant** offers compared to like you said, you would as an as a creator, you wouldn't like it to come into your creation process, But this one just brings suggestions and

P2: So that's the thing. Like, I think it's good to distinguish, like, a creative process and the usage of a tool because, like, yeah, to to be able to write a story, I need first to learn the grammar and to be able well, now with AI AI will fix it for me, but, like, old way of doing this. To become a writer, I need to learn to write. So I need to know the the the alphabet, etcetera. The same, I think, with this tool link as it's some information system, basically, which I don't know anything about. But this is a tool I have to master first before I can use it as a mechanism to produce anything. Right? So I think that initial step in every tool actually should be to well, learn the tool. And for this, it's much more helpful to know explicitly what is what, to understand it. And I yeah. So I need to learn the tool first. So, like, what does this mean? What does this mean? And in this short period that we have right now about, yeah, just exploring these prototypes, the feature which, like, makes it very explicit why this tool is designed, how it is designed to be used. So I need to familiarize myself with it. And I yes. I said that this interferes into my creative process, but I cannot work without it from scratch. So I need first to learn to write. I need to know what are the features, what are the options, what is in the background, what is under the hood, and that kind of functionality is super helpful. So if I if I, in the end, will become, whatever, a fan of this tool and I will use it for every idea and I I create, I would, not use this anymore because it will distract me. But to start learning, that's super useful. So, otherwise, you would get lost because it's already too many components, etcetera, and you do not know what's up. So I as you say as well, I think that it does interfere into creative process, but it is a mean to to learn the tool, basically. Yes. So we can con you can continue playing. Preview. Oh, that's very lovely. So, basically, if we can I go back? I now want to go back. Edit scene? Uh-huh. Yes. So that's very lovely. So I see two scenes at the two views at the same time. I see, like, building blocks, and I have influence on those. And then I see it in another view as a user, which is wonderful, and I can switch between both, and I can render it straight ahead. So this is very cool. And then edit preview. Uh-huh. So I would imagine that edit I the back end. And then when I do the preview, do changes in that screen to here. But it's not the case if I did it preview.

Researcher: Yeah. It's probably an issue for that. Sorry about that.

P2: But it's no. It's not no. Sorry. But I think that it doesn't matter absolutely. I mean, I can imagine how much work it is, people. But I do think that providing a user opportunity to not user offer, opportunity to add it from both sides to add it through back end, and to add it through front end. Yeah. And then with assumption that back end will fix itself. You know? Yeah. That's that's

that's that's cool. And then a little address to me. Okay. And then save this template. And what will happen? It's saved. Okay. And then cancel. Save. Okay.

Researcher: Are you seeing Oh. To save this template, how would you understand that function?

P2: I think, actually, that's a good question because I wouldn't call it **template** because template, it's something premade. Right? I would call it a a **scene**, actually. Right? So this is, like, yeah. Wait. This is already a template? Let me think. I think I have a bit of an issues to distinguish between scenes and templates because template, it's a premade abstract thing. And scene, it's already where we have characters. We have this John, blah blah blah blah blah. So this, I wouldn't call I wouldn't call template. I think I would already call it, like or maybe **user template**. You know? Mhmm. Because for me, that's a bit of a difference between template. Template is something without names, without with blocks. You know? Yeah. And this is already, well, made scene, which can be put into any narrative. So I would call it something else. So I see that it's here already, but okay. I wouldn't call it template. I think I would call it something else already because it's already building the story. Right?

Researcher: Yeah. So let's just go ahead and create new scenes because the idea is and try fast track the bits so that we can be able to visualize you've created a lot of scenes now. Okay. You can be around even more. So my first question now is what are your thoughts on the interface as it is now?

P2: Open selected immediate. I actually very much like it. It's very clear, and it gives me not only headers, but also sub details, not on a very big layer. So I do like it a lot. It makes a lot of sense to me. It's very clear. It gives me here, first of all, opportunity to browse through things, right, at different layers, so chapter scene. So it gives me some some feel of **hierarchy**, which is cool, and I can well, theoretically, I can, like, collapse and expand it so I can different views. Then I do see some **AI integration**, and I can choose myself to switch it on on or off. This is very helpful, and it also allows the users who don't want to use AI to kill it, which is good. Because now, for instance, at my work, I cannot kill Copilot. It's just everywhere, and it's, like, in front of my nose, and I hate it. So I love the possibilities that you can choose as a conscious human being to use AI or not to use AI. And I do like the way this canvas is made. It's it's it's nice in terms of you see you see the choices explicitly. You see the identification of scenes, the title of scenes, but also you see a bit of, text which kinda refreshes your memory on what it's about. And I do see that when I choose a past preview let me see. So here I have AI assistant, and then here, past preview. Okay. And then when I do past preview, I don't understand. So what has happened here? I past preview. I see some difference in here between scenes. Start scene. I display as uh-huh. This is useful. Let me think. Wait. So let me start with this one. So here, **AI assistant** on off. Off, it's gone, and I want to kill it. But okay. High choices. Ah, okay. Okay. Okay. That's nice. It's very how do you call it? **Customizable**, so I can choose a view which works my with my creative process. So that's really very cool that all of these options are switched on and off, and nothing is forced on me. So that's lovely. And alert. No scene has been added for the choices linked to scene. Soft. Dismiss. Okay. That's also very nice because AI here is used not only in the way of, like, correction, but also for structure. So I see this, well,

notification, which I can either choose or either solve or dismiss or ignore. So that's helpful. That's very helpful.

Researcher: Okay. And you went to the **path preview window**. Yes. And my thought is, do you have an idea of what this window does? Or Mhmm.

P2: So I do have an idea because imagine I have thousands of path here, and I I read at some point when I was making thesis about, like, loops and blah blah blah and some notes which you can never leave, for instance, if you have cycles or stuff. So I think that would help me to see an explicit pass from one scene from scene number one to scene number, I don't know, 450. And I can see this in different perspectives to be able to explicitly track it. Is that correct?

Researcher: Yes. So would do you see this as something really useful or some

P2: Absolutely. Would like to okay. Absolutely. And it's not based on my experience. It's based on experience of people with whom I've talked when was it half a year ago. They literally built interactive stories with, like, thousands of notes. Like, thousands of notes, and it's mostly community reviewed stories. So these guys, they push it to beta and then just some random people test it. And then they give feedback that's, like, SIN 459. You can if you go there, you can never go back. And you as an author, you cannot track it all. So this kind of functionality is super helpful just for this kind of situations, also for **bug fixing**. Because a lot of people mentioned that they found some issue, and then they kinda fix it, but, like, regression testing. And they fixed it, but then they break something somewhere, which now nobody chooses this choice, and then it's broken for a year until somebody chooses it and becomes angry. So super useful. I think that's cool stuff.

Researcher: So I think I'm done. And you guys have any questions?

P2: Yeah. I'm good.

Researcher: I have just a question. Mhmm. P2, during the first during the first, like, setup page, you mentioned that the design kind of suggested that perhaps this will be a text I IDM. Mhmm. Do you feel that the second design also suggested that, or did it suggest some something else, or was it more new?

P2: My quick answer would be yes. Second design, I like more, and it feels a bit less restrictive. But that's only because I already used the first design as a tool to learn. You know? So that's Yeah. Yeah. Yes. Oh, thank you. Okay. Yes.

Researcher: So I'll give you now to *** to show you our final design. Yes. Oh, we do it for the checking the time. You'll because it's already twelve. Yeah. Are you okay that way?

P2: Me me, I'm okay. I yes. I'm at work at lunch. It's fine. Let's go on with it. Come on.

Researcher: Okay. Thank you. K. Okay, P2. I will send you a new link Yes. On Zoom. And

P2: Oh, okay. I'm putting it. Is it my Internet or is it your Internet? You are guys a bit lagging, and I'm just not not sure who this is. Hello? Sure. Hello?

Researcher: Yes. I hear you. You're clear. Yep. Yes. So yes. Okay. So so this is the third and last design. And Mhmm. Are free to press as you want, but I Mhmm. I also want to know more what I'm more interested in, like, as in kind of a scenario where you would be a I IDN author. Right? It is you're using this tool as a beginning or as a beginner for as a author. Okay. Mhmm. And more like we have been discussing a bit previously. Okay. What do you find it could be meaningful for you as a beginner? Mhmm. Right? Mhmm. And what may make sense, what doesn't make sense, and that could be in aspects of the terminology or Mhmm. The interface. And so that's what I'm I'm very curious about. Yep.

P2: Yeah. Yeah. Yeah. Yeah. Yeah. Okay. Okay. So so first but just because this is, like, kind of the home page, but we could go first to the ideation part and start. But let me we we go ideation part, but I like the fact that we have the whole **dashboard**, which gives you because there are people different think in different way. You know? Somebody starts from a part and then goes to the whole, and I really love as a person start from the whole to see what what is on the menu to go to go within. So I I like this homepage. Okay. That's Nice. Small thing. Ideation. Okay. Ideation. Interactive narrative project. Okay. So first of all, I okay. I also see it's here. So I see we have four steps, which I know because I read papers from front. I go to ideation. And I also love the way that I can click it through multiple perspectives. So it's also here and here. So that's that's all. But go to now find your narrative goals and audience. Okay. Ideation. I'm a starter. And first of all, I love the fact that I know what the steps are. Maybe it would be cool to maybe have somewhere because now it's, like, give gives me steps. But maybe if I click somewhere here, like, I would love to see which theory it it's based upon that, like, there is a paper of this guy who decided that decided who proposes these things. Because, I mean, it makes sense for me, and I'm happy to see this because I know this. But I would imagine that a lot of people don't. Exactly. But, yeah, ideation. Define intent, explore and brainstorm. Okay. Explore, brainstorm, define, looks like mood board, aim, and goal, audience. That's actually that's a lot of stuff. Mhmm. That's a lot of stuff, and that's, I think, helps very much at people who are beginners. Because when you are beginner, you are lost, and you don't know what to do. And that's nice that as a beginner tool is helping you. It can be overwhelming, but it's good to start with a lot of information and then when you build expertise to narrow down. Yes. So starting with define or explore and brainstorm. If I do define, I see that there are multiple options, search for inspiration, filters, similar interactive narratives. I do like very much this, again, as I said, that there are examples. I wonder whether any of them works. Do any of them let me try click somewhere. No. No. No. No. No. Okay. But that's that's lovely that that they they would work so I can I can get inspired? And uh-huh. So this is a phase of exploration. That's nice. That's a phase of exploration which allows me to see and to filter to understand what kind of narratives already exist, which can help me as a beginner writer to come up with something by myself. Recently, most popular filters. Yeah. So that's that's a very nice feature, which I think for

beginners is super useful. Then I go to **mood board**. And here, I can create now I know what it means. And here, I can create different things. Export. What will happen if I export it? It's interesting. Okay. Upload image. So for now, I can only upload pictures I see, upload image. Mhmm. So I would imagine it would be only a mood board with images. I would think that it can be yeah. It's just adding more stuff, but it can be very useful also to have, I don't know, audios, text, etcetera, just to have, like, the big canvas with multi multi multimedia things to be able to to to to collect it altogether. Yeah. I'm wondering what will happen if I do export. What's the idea behind it? But why not?

Researcher: Yeah. Yeah. It would be more to for example, if you would like to share it to to someone, maybe you're Yeah. Yeah. Collaborating with someone. Or

P2: Oh, by the way. Yes. Collaborate. Yeah. Yeah. Yeah. Yeah. That was one of the main feedbacks I received with my masters that they want collaboration. Mhmm. Uh-huh. Uh-huh. Uh-huh. Okay. But let's start with a lonely beginner creator. Okay. Aim and goal. Topic and name. This, I remember. This is exactly parts from parts from from paper of *** ***.

Researcher: *** and was his name. Right? Yeah. Yeah. He's our teacher.

P2: Really? Yeah. I never I he he was at one lecture with me only. He's a lovely guy, I think. Yeah. I listen like Nice. Okay. Aim. Describe overall aim of your narrative. Okay. Make everybody happy. Goal. Primary goal. Persist so, yeah, this is basically the same thing as we've seen in the paper. So aim and goal, audience. That's good. Content, text, audio, three d models. Yes. Content form. Oh, that's lovely. Yeah. Yeah. Yeah. Mhmm. Yeah. So this part, it's agents, protagonist, mentor, antagonist, call to adventure. That's that's nice. That's nice. Yeah. So I do recognize the the the part of the of of of from the from the paper, which is lovely. And I also like the fact that before we start all of this, the user the creators the beginner creator is given chance to get inspired by seeing what's up on the market or in whatever community and the fact that you can collect your own thoughts and have a canvas of this. So this is and there is notes everywhere, which is very important, I think, and also possibility to tag to do your own classification system, which is free from whatever design is designed in the in the system itself. So that's that's also very cool. Yes. And then **AI analysis**. Okay. That's also nice. Can you can integrate AI and to, well, help you also from this respect. So this part is super, I think, especially for beginner creators who have not a clue what's up. That's very useful. Also, it's very nice exploring brainstorm, ideation explorer. I wonder what's the difference then between so here in define intent, we have explore section. But then here, we have, again, explore section.

Researcher: Yeah. Yeah. It's just we have tried some different places to to see and to be able to discuss where where it could be better.

P2: Better. Yeah. Yeah. Yeah. Yeah. No. I actually think that it's repetition is good, right, in UI design. So the in more places you have it, the better because I mean, I don't know. I'm not the the okay. But did you did you think about it? Because for me, actually, it does make sense here when it kinda guides you structurally, and it does make sense here. Okay. Difficult question. Okay. But I have two options. So I have this option and this option, find inspiration, browse

similar, mood boards. Okay. Templates and patterns. Okay. So here, exploring brainstorm. I see different views from which I can see the the IDN. And it's lovely because I can get inspired from everything and inspiration. So this is, again, the same mood board as was in define intent. It's my own stuff. Yeah. And yeah. Tell.

Researcher: No. It it would be that you could look at other people's mood board.

P2: Okay. This I didn't realize. Okay. Because I thought, like, literally because here we have, like, comparable. Right? So explore, it's somebody else's, and then mood board, it's my own thingy. But here, I thought it's the same, but then it's mood boards of others. Uh-huh. Yeah. That's that's for me a bit vague than the difference, but maybe when it's implemented, it will be different. Okay. Mood boards of others, that's also very nice. And then **templates and patterns**. What is this? This is classic things from Naratology and other stuff. So it's like theory. Right? Which is lovely. Well, no. Which is very nice because a lot of people don't even know that it exists. Right? Like, hero's journey. So that's very cool educationally for people who think that they are creators but don't know that there is a whole scientific field behind it so that could educate them and give them some depths, which is lovely. Okay. And then what will happen if I do apply project? Apply to project and add to project. So, basically, we can oh, let me see. So here, I can add to my okay. So here, I'm reusing similar IDNs. I don't know what it means at the project then. Okay. Okay. Because I see how if mood board, I can theoretically reuse a mood board in my project as an inspiration part, but that's the whole idea. Why do I need to add it to to my project? I don't know. Okay. It is applicable to this and to this according to me, but to this, no. Yeah. May maybe I don't see the pattern. But yeah. But, yeah, templates and patterns, I think, also very useful. I would even add more because that would educate creators in classic. Okay. That's cool. Yes.

Researcher: So so Yeah. So so we could go to the next phase, the

P2: Let's go to the next. I can also skip oh, and I see how complete it is. Okay. **Meeting making**. Okay. And, like, this, I think also, like, it's a bit tricky because you have read and you have studied ***'s paper. And

Researcher: Yes. But do you think what did do do you, like, have any opinion on the term meaning making? Do you think that could be

P2: I think I do think in general when I go here, right, it is it's I mean, I love ***'s paper. It's very philosophical. It's very structural. It's very academical, but I do think that terminology itself is difficult. Yeah. And it can be quite I can, like, want I I want to hide from it sometimes. You know? And it's not welcoming. And it's beautiful. You know, it may be in the very beginning, you can, in a tool, say, do you want to use academic terminology? Because some people get inspired from this because they think they are very intellectual. And some people just want to, like you know? So the whole framing of it, it's based on a theory of of of Exactly. Philosophical discussions. Right? So I personally like it, but that's I completely yeah. I think that it's over over over academical.

Researcher: Yeah. Okay. No. It's nice to hear from. But what do you what do you think? I think it's not the best term.

P2: Yeah. And I don't think you're the first person to to say that. I don't think

Researcher: Yeah. No. No. No. Even have read that that you read the the paper, you're not fully

P2: Yeah. On it. No. It's very I mean, it is grounded on a lot of, like, heavy heavy books, but you don't need to know this all Exactly. To be able to be a creator. Exactly. So yeah. But yeah. Okay. But tell me, maybe, do we have because I can keep talking. I'm quite a blah blah person. Do you tell me maybe we can cut it a bit shorter for you guys to to to see what what to do?

Researcher: I think I think what could be most interesting would be the **knowledge graph**. I think we could do that. And then should check Yeah. We do meaning making, and then we see different representation, process, and rules. It's a lot of wow.

P2: Guys, really, I'm impressed. So much work. Okay. **Knowledge graph**. Graph controls. So I think here it would be a bit also, like, if you would be able to see from a beginner perspective or not with a lot of cannot without a lot of experience in the in the authoring field. Mhmm. It would be more I'm interested would be how would you think that the knowledge graph could be useful for you and and how does the designs represent. That's, again, alright already quite a big academic leap or not academic educational. Right? Like, so beginner, I maybe want to write a simple story with some fairies flying around. You know? And then we go talk to bear or we go talk to the, I don't know, flower. I'm not talking about, like, children, but when I already see **knowledge graph**. The whole terminology is already daunting. Right? So it all assumes I mean, to be very honest, the whole design, like, you cannot use these two terms together, this this design and beginner. It's mutually exclusive words. Right? Because if you look at this, like, meaning making, proto narrative, processing rules, metadata, knowledge graph, it's all beginner, not applicable. So you need to study in neurotology, study English very well, know the the hero's journey, know the the philosophic anyway, so, like, I think, like, that good that you, ***, asked the question like this. This is not applicable to beginners. I'm sorry at all.

Researcher: Yeah. Yeah. It's good to hear.

P2: Yeah. It is very lovely, and you can have a very long discussions about all these things. But the gap of like, how do you call it? The entrance gap or whatever you call it to start using this thing like, wow. Yeah. I mean, for me personally, maybe everybody around is not like this, but I'm overwhelmed.

Researcher: No. It's good to hear. Yeah.

P2: Okay. But yeah. But in general, it's actually very, very I'm very semantic clusters. And we should beginners should know what is semantic class. Of course. Temporal flow. Oh my goodness. No. But that is the that I really appreciate it. I want to sit and play around with this, but, like, beginner, no.

Researcher: Yeah. That that's that's that's good to hear. So so, like, you you for example, you feel maybe that you can navigate and understand, but it's mostly based because of your previous experience as a researcher.

P2: Absolutely. And, I mean, this is a lovely tool for academics, for also experienced creators, for people who studied it, for students. But, like, if I am just some random person wanting to start writing, I would freak out from this. Yeah. Yeah.

Researcher: Okay. Well, thank you, P2. That's good insight. Thank you.

P2: It's so it's so lovely. I'm very much impressed. I'm like, wow. You you people all of you did did a lot of work. Yeah. No. Like, Fredrik, you should just show another version of Katie to see to the comparison. After when you are done with this Katie session. You could show her the other way. I mean, yeah, I think there's mostly no. I mean, no. I think it's okay. Okay. I think it will not Okay. Yeah. Yeah. Think it's, the yeah. No. It's okay. Okay. No worries.

Researcher: So I think the last thing we could do if if anyone has any more questions.

P2: No. You even have **validation tests**. Wow. And, also, if if, like, you could do like, it's a it's like a usability survey. And Mhmm. Mhmm. Yep. We have the link. Do do we have the link ready?

Researcher: Yeah. I I can send it.

P2: Okay. So so, like, this is something you don't need to share the screen. To share screen? Yeah. Okay. You can be anonymous with that if you want. Okay. I'll do that. Then as well. Okay. But And you don't have to think out out loud either. No. No. No. Shall I do it just now, or shall

Researcher: Yeah. It takes one minute.

P2: Okay. Let me see. Okay. No. I I don't have to. Okay. The thing is I love complexity. For me, the more difficult, the more uncompl the more complicated it is, the happier I am. But okay. Difficult questions I will need to think about. What what? A review. Review. Review. Okay. Yes. I have done it. Okay.

Researcher: Thank you. Thanks.

P2: Yeah. Okay. Thank you, P2, for your time. Thank you. Guys, that was very insightful. Thanks. Good luck. Good luck.

Researcher: Thank you. And if you have any questions, you can just mail to us. And

P2: Well, I do. I will I have to tell you, I will look through the links, the designs a bit more because I found that it all is quite fascinating. Yes. It's nice.

Researcher: And if you have any feedback or or ideas, you can mail them to us after you have checked them. Thanks. Thanks. Good luck. And thank you for being patient. I see we went into overboard with time. Thanks.

P2: Yeah. Thanks, guys. Bye.

Researcher: Alright. Yeah. Move on.