

Design Artefacts: Second Iteration

Setup Module (Design A, B & C)

The second iteration of the Setup Module explored how varying levels of structure and AI support might influence the author's early planning process. Three distinct versions were developed, each reflecting a different balance between guidance and creative freedom.

Design A – Minimal Structure, No AI:

This version offered an open-ended interface with no AI support or predefined dropdowns. Authors encountered a small number of open prompts—such as “What’s your story outline?” or “Cultural references?”—with flexible, optional input fields. The intent was to avoid the feeling of completing a form and instead provide a light, non-restrictive scaffolding. Authors could skip, rearrange, or enter minimal responses as they saw fit.

Design B – Moderate Structure with Subtle AI:

This version aimed to strike a balance between **guidance and freedom**. It included loose categories and short input fields to structure the authoring process without enforcing completion. Integrated AI support was designed to remain unobtrusive. As authors wrote, the system could suggest a moodboard, suggest thematic tags, or present examples of similar stories. Rather than directing the author, the AI acted as a passive companion—offering inspiration without imposing structure.

Design C – High Structure with Active AI Support:

This was the most structured variant, featuring detailed input fields for multiple narrative dimensions, including emotional arcs, pacing, audience expectations, and world rules. In this version, AI was more assertive, offering active suggestions and feedback throughout the setup process. While authors retained the ability to ignore or bypass these features, the system was designed to function as an active collaborator, consistently available to engage with the author's input.

Scene Creation Module (Design A, B)

For the second iteration of the Scene Creation module, we focused on how different authors prefer to build and organize narrative scenes. Based on earlier feedback, we developed two distinct approaches—one open-ended, the other more structured.

Version A allows authors to write freely with a flexible interface and no AI involvement. It gives full control over both the content and how the story branches.

Version B is more structured—authors build scenes using templates or modular blocks. Here, AI plays a supportive role, offering contextual suggestions. The writing process remains guided but leaves space for creative flexibility.

Knowledge Graph Module (Live prototype)

The Knowledge Graph evolves from a basic visual map into a more dynamic narrative aid. The AI assistant was revised. Instead of flagging only disconnected nodes, it now identifies more subtle issues—

underdeveloped paths, dead ends, or missing links between major elements. These prompts remain optional. We also made changes to the way the graph could be navigated. Filters are now more flexible; users can isolate specific relationship types —narrative threads, character arcs, or thematic groupings—and cluster nodes accordingly. It's still a complex view, but the tools for making sense of it are more present. Finally, we also introduced metadata layers, allowing authors to tag scenes, characters, or themes. These visual cues help users track interactions and better understand how story elements evolve.