

## Initial Setup and Story Background

**Researcher:** I will record for today's meeting as well if that's okay with you, and we won't show your face or other stuff.

**P3:** Okay. Mhmm.

**Researcher:** So if you are ready, I will gonna send you the first design for you to test out today. So first, you will see a link from me.

**P3:** Here?

**Researcher:** And we would love to to share your screen with us as well. Pause it. Okay. You see?

**Researcher:** Yes. Perfect. Yeah. So now you're gonna start with, setting up your is this the same? We're doing a IDM project again. You're just gonna play around with the system and just comment and just say, what are you thinking on each page? Okay. So I start my adventure. Simple questions to help understand. Okay. Initial storyline. So do you want me to actually write the storyline? Yeah. You could write some just just just like you don't you don't have to do. Good. Explain what type of things would you Just just you can just talk about what you want to. Right. Yeah. Yeah. So so What what are what are the things that you things that you should include, like, when you are starting your project? What's the initial storyline?

**P3:** Yeah. I I well, I do not remember what we've spoken about last time, so probably about the situation of apprentice and master, and the apprentice make a mistake may made a mistake, and the the master does not know about it. And then the apprentice has just to decide what to do. Do I tell the master, or don't I tell tell the master, and this can lead to consequences or something like that? Something more educational.

**Researcher:** Occasional. Sorry. Teach people about about inner conflicts, something like that. Do do you think you were like, when you say this, you want to put in, like, more, like, character stuff, or you just wanna just focus on the plot of your story kind of, and then you move ahead from this. I would say the the basic story words, the characters, but not detail of the characters.

**Researcher:** Right? Only the roles, like master and apprentice and and why are they here. Mhmm. Okay. Okay?

**Researcher:** Shall I move on? Yes. Good. What is the background, cultural context? It is now it is somewhere well, here here and now.

**P3:** Kind of don't know. Germany, German context, German culture, normal apprentice master relationship, not too specific. Reference images, video, other media, and sources of visual inspiration. Oh, I I have no idea. It's probably comics.

**P3:** Some kind of comics, a town town maybe or or something like that. It's okay? Yeah. Review initial. Yes. The story will be here. Good. Your characters appear here. Key reference appear here. Okay.

**Researcher:** I build my story? Yeah. Enable your story, and now I'm gonna send you another link. Okay. Okay. Oh, yeah. So just based on just now that you have done, do you find this process to have you to have an idea of, like, knowing, like, your story background or structure your ideas more? Like, what is your Wait a second. You have sent me another link already? Not yet.

**Researcher:** Not yet. But we are just basing on this design. We want to ask some follow-up questions. Mhmm. Mhmm. Like like, what's what's your, like, fee feeling of, like like, do you feel find this process that you just did? How how we took rest the ideas of, like, writing your story or, like, let you to have more structures or, like, backbone or you don't find it?

**P3:** I I I think have no feeling at all. It is kind of an initial assistant Mhmm. That you have sometimes with the with, well, digital systems. So and I assume it will make something out of this information. Okay. I must say it don't think it has influenced me in any way in my thought process. I just expect, okay. The assist the assistant needs this now to make something out of it.

**P3:** Mhmm. And now let's give it to to the assistant. But I I I I don't don't see any close relationship to my thought processes. Okay. Yeah.

**Researcher:** So just one more question before we jump into the next link. So when you're starting a story, would you prefer, like, just having stuff from, like, your background of your story, or you just want to begin writing? Like, if you prefer, like, start writing, free flow writing, or you want to do more, like, set up like what you just did?

**P3:** I mean, the the the the question is do we would you would the system prepare me a skeleton? And I could work on on the skeleton. Right? So if I give some information and then the the system prepares some kind of basis for me, and then I can refine, or do I I need to work, well, brick brick on brick and and and build it by by myself. So if I understand you correctly, this would be the question. Right?

**Researcher:** Or I'm more asking, like, what's the style that you prefer? You prefer the system, like, help you to build some bricks, or you prefer just more I don't care about the system. I just wanna go straight into writing to do your story. Like, what kind of writing style that you would prefer?

**P3:** The well, I don't know. The system is a is a nice is is is nicely preparing something for me to well, then and then then I have bricks. So that's a system that prepare, and I can assemble this

them together in a way. This can be nice. It can be nice to have something to play with Mhmm. And not to have an empty an empty page, but then this depends on on the system. Yeah.

## Scene Creation and Interface Feedback

**Researcher:** Okay. So thank you. And now on the chat, we have another link. You it's a Figma link that you've used before. So you could click on it.

**P3:** Second link. Wait. Wait. Wait. Wait. I have to find the link. Mhmm. Yay.

**Researcher:** And the same thing. So, yeah, I think this is good enough. And now you're gonna play around with this system that you're going to create your scene as well. So you could just click most of the stuff should be interactive, but it's not interactive. You could let me know where you wanna click, but you could just play around with the system. Okay. As a mhmm.

**Researcher:** So sorry?

**P3:** Yeah. No. This is just a prototype, like, so it's not fully Of course. Of course. Of course. This maybe some citizen assets would like the the from from Sketch to use MES. Okay. And now probably I should imagine that's the assets or are there assets somewhere? I would add add a new scene and media with text, text based.

**Researcher:** Yeah. Media media is always nice. So text based is boring. Only text.

**P3:** And your text is here. Mhmm. Very good. And now I could add your text here. So I will write write some text. No. Probably, I wouldn't. Probably, I will start with the assets. Mhmm. And Yeah. Do I have button button, whatever this task to it? Can I assess assets here probably? Yeah. Okay. Is is it? No?

**Researcher:** Yeah. So when you look at those blocks, does it mean anything to you? Like, how you understand these blocks? Those here to the left? Yeah.

**Researcher:** Like, yeah, the the window that you just click. Like, when you look at the terms on it, does it means anything to you? Is it easy to understand?

**P3:** This is images. This is text. So this is probably drawing. This is some kind of magic feeling, but I don't feeling stuff off, but I don't know what kind of magic that would be. Mhmm. This was not totally clear to me what this could be. But but it looks like an archive or something, so I was expecting expecting assets to be, well, somewhere able to to access there. It was not totally clear to me what is now chosen here, preview or assets. Right? What so is this gray here? Is this a gray of of choice, or is gray out and is not a choice? It's not clear to me. The buttons as a part of the interface, a part of my story, it was not clear to me in the beginning. I would believe it's part of the story, but or is this interface of your system. This was also not totally clear to me. Mhmm. And now I have the building blocks, and it seems that that's the assets will be here. Of course, I would have now expected the system to have some, well, to make some assets for me because I have described a little bit of stuff. So probably, I will now expect to take one access

like this with this gesture and Mhmm. And be able to drag and drop into the scene, something like that.

**Researcher:** How about condition block or choice block when you look at it? Does it mean do you understand what does it mean, or it's hard to you have it's hard to

**P3:** I've it seems to me I'm I'm looking at a concrete scene and condition block I would associate with the logic of the story, but I I don't see why I would need a condition block here in in this situation. But I don't know how the story logic works here. I mean, of course, I could say the layout or parts of what appear is appears in the scene is a pass passage. What what appears here would depend on other conditions. And so for this well, probably probably something like that. It's not the overall story logic, but I don't know.

**Researcher:** Yeah. And for times choice block, does does it means anything to you too?

**P3:** Choice block. No. Okay. Yes. Good. Good. No. It worked. Time to choice. Yeah. No idea what you mean by that. No.

**Researcher:** Yeah. That's perfect. Yeah. So I think now you could close the block if you want to further ex explore this page. Yeah. So

**P3:** The same?

**Researcher:** Yeah. Mean, if you if you wanna explore this. Yes.

**P3:** Okay. The knowledge graph we've seen last time. Ah, it does not appear. It should appear here. Mean, knowledge graph is not working. Okay. Now you have done your thing. Yeah. And now the knowledge graph is not active. I see. It's linked here, but there are other tools. Okay. And this looks like where I would take care of the logic probably, and we'll create a new scene. And so yeah. This would be nice. Whatever. Blank page. Okay. This we had. Yes. And I could probably drag and drop here, I would imagine, as an alternative. Yeah. And the characters and location our location is something. Yeah. So the forest is here. Okay. So there seems to be some background image location. Okay. And

**Researcher:** Oh, yeah. So now when you look at this, like, you feels like it's more like a drag and drop. You could drop access and drop from the template. Is it

**P3:** I don't understand you correctly. Right? Probably, that will be my first thought here. Okay. I would like to drag and drop here for me and see if it works. Like, this is can take here and drag here and and start it. Continue working here. Probably, I would have the story logic. Mhmm. Yeah. No. Scene mode. Yeah. I don't know what you mean by scene mode. The story logic. I don't know.

**Researcher:** So on the navigation bar, there's still some buttons that you could click as well. Here. Right? Like like tool. Okay.

**Researcher:** Yeah. I think the one, it was a blue that you which means you could click.

**P3:** Blue, you mean seen I could click? When you click on it, I have kind of a blue yeah. I see. Okay. So I could comment. You're sure? And then Yeah. Seems like normal.

**Researcher:** Yeah. When you see this comment note, like, what do you feel what's your thoughts? Like, how could you use this? Like

**P3:** Well, the soups are are are normal. This the what what sticky sticky notes Mhmm. Things. So I could work whatever I want and then move it around and leave it somewhere on the on the screen here. That's what I would expect. Yeah.

**Researcher:** And yeah. The next one? Mhmm. Ex edit mode. Write your story here freely.

**P3:** So now this, don't understand because we have seen I I I can enter into a scene and and I'm gonna have a template. But and and how how multimedia and text work can be can be related. But now I have another field to to put text in. So is this for a specific scene or is an overall story? Mhmm. So this is not clear to me. Mhmm. So is this something that generates scene for scenes for me, and then I can even outline. So I don't know what this is what's the sense of this. Okay. Good to know.

## Story Visualization and Overall System Impression

**Researcher:** So gonna send you one more link, and then we can move to the next design. You could check the chat box.

**P3:** The checkbox? No. I I send you another link in the Zoom chat. Yeah. Yeah. Yeah. Checkbox. Yeah. But, yeah, yeah, but but I'm waiting. Mhmm.

**Researcher:** Yeah. I it's it's already there. Yeah.

**P3:** Is it?

**Researcher:** So now you have been writing your story, working on your project for few months or or few times already. You have create five scenes that you could see, and I could play around with this interface as well that you could explore and tell me your thoughts.

**P3:** Okay. So oh, it's so small. Okay. Character media as that's and, well, some meta information on on my scene. I don't know what interaction could be and why I would have the media listed here. So I'm not clicking what what what's happening now? Oh. Oh.

**Researcher:** You could just click on the arrow and move to arrow on your keyboard and go to the left arrow to see if you go on previous page. Yes. Yes.

**P3:** So if I click here, same same things happens and and here. Okay. And and would would something else happen if I click okay. Now I have created a link. Why was the sync to the story? Okay. Probably, that would be normally a plus here as well, I would expect. Yeah.

**Researcher:** So this when when there's a link in between, could you do you understand what's actually happened when there's, like, an arrow in between two scenes? I what do you didn't understand the question? Like, when do you know why there's an arrow between two different scenes? Like, could you find

**P3:** I would say this is a branching story. You know, we have a branch. Mhmm. Yeah. Yeah.

**Researcher:** Yeah. And and maybe you could also explore, like, there's, like, a choice timeline and events filter on the top. Like, there's some buttons there.

**P3:** Noise timeline. Hear hear me? Yes. Okay. And and now I have run it, greet. And it's probably some choices, so I choose to run or I choose to to greet. So it's multiple choice, multiple choice story or something like that. Can I do something more here? Not.

**Researcher:** But you could just go around these three buttons and see, like, how do you understand these three functions? Like, does it means anything? So what are your thoughts on three buttons?

**P3:** Okay. Timeline, I don't see any different besides the tags on on the branches. And events okay. Now and now you are putting linear stories that can emerge from from the story structure here. But can can be nice to have this view as well. So it looks good. Mhmm.

**Researcher:** So and anything else that I should click on? Not really. You have done most of the thing already on the system. But just so far, when you're doing this kind of visualization system, do you think, like, this kind of give you like, to have let you to have a overall visualization of your story or or in your scene creation process?

**P3:** I mean, those this view, I I don't see the difference between the the tools that are relevant. It's a big relevance. This is nice. This is this event thing is it can be it can be nice to think of possible resulting stories. So this I like and this I I don't know this kind of interface from from Twine and there's things like that. So this is a nice add on. Okay.

## Transition to New Design and Dashboard Feedback

**Researcher:** Tim, do you have questions? Okay. So now I will move to pass to Chitelu, and he will test another set of design with you. Mhmm. Thank you.

**Researcher:** Okay. Can you hear me?

**P3:** Mhmm. Quite a bit. Yeah. Because we're all sharing one microphone. So I'm going to send you the the first link now, and it's been sent. So this is the link to the second design of our setup stage. Mhmm. Oh. Mhmm. Let me Yeah. Is you make a perfect chat, I think. Oh, man. Okay.

Good. Otherwise, I can do mine. Okay. Yeah. Maybe let's let's Frederick Start with. Start with. Hello, Aido.

**Researcher:** Hi. Could you hear him clearly?

**P3:** Mhmm. Yeah. Hear me well.

**Researcher:** I'm gonna send you a new link. Mhmm. And Okay. So, this is another, design, and I can be short a bit to, like, what maybe I'm more interested in, like, knowing from you is more two things. I want to know how the language and the terms, if they are clear for for you. And the second thing that I want to know is how this process, would be useful for you in your projects. Okay? So this is the dashboard. I would like just to hear, like, one or two sentences for of your first impression of this page.

**P3:** So okay. So I'm I'm looking to this dashboard, and and you think you're kind of asking me, do I understand the dashboard, and do I like it? Something like that. Find it useful. Okay. I mean, this is more a very associative thing because I don't know what is behind. So in progress, yeah, of course, how can you know? My first question, how can you know what what what is the goal? Right? And so content elements, yeah, why not? Interaction paths, time spent, All this is a nice thing to know how much time time is spent in the ideation goes on audience. So are you assuming that there are systems for everything, and this looks like, okay, how much of the assistant questions or task have I completed? Meaning meaning making, develop, go to narrative, processing rules Processing rules, assuming I have processing rules, and would I be able to separate this? So this is okay. This much depends on how you want to to to actually make your system. Yeah. I mean, is there a separate location for for code, or is the code distributed among the the the scenes is probably so that would be a bit surprising that is a separate Yeah. Centralized location for it.

**Researcher:** Because because this is something we could ex explore a bit. So so, like, my first question, what what do you expect if you would click on the ideation bar?

**P3:** Well, because it's 90%, I would expect, okay, an assistant asking me questions like, okay, what are your characters and what how what's a possible ends and and and things like that.

**Researcher:** And and, like, how do you feel about the AI telling you that, let's say, that you are 90% com complete?

**P3:** It it it probably, what I would ask myself, how can the AI know more than I do? Yeah. Mhmm. Okay.

## **Ideation and Terminology Clarity**

**Researcher:** Okay. So we could press on ideation and go to that page.

**P3:** Ideation? Okay. Yes.

**Researcher:** So here you can browse. And, like I said, I would like to know if something is unclear for you, like, around the terminology or some function is unclear, and if you would find something useful or not for you as a user

**P3:** Okay. My mood board is nice. So aim aim and goal. What do you mean by aim? I mean, if you have a look I mean, I was in fact thinking of a locational story. That is a clear aim. But once it is otherwise the aim, so this is not entirely clear to me. Goal and then similar, what is the difference between goal and aim? Primary goal, so do we have something like a secondary goal? So topic so the the the terms are not % clear to me. No. Topic, aim, goal, and what is actually the difference between those things in in this context. Mhmm. The the audience, this might be clear, but I again, this seems well, this seems to fit very well my educational settings if you're thinking, okay, of schools and and you want to teach something, concept of background, audience needs, and intentions. So, yeah, so this is looks like you really want to achieve something in the users with the story. And this is yeah. Then then you can describe this here, my needs and intentions. Mhmm.

**Researcher:** And you could yeah.

**P3:** So probably I could work with that in this very specific settings, concept of background. I mean, expect a knowledge, like, one of your ideas here. What else would you want or need for this to feel? Why not? That seems good. Clear enough. Professional general. What is general? Okay. Content. Needs a form of media of your content. Okay. Mono media, multimedia. Do I have to choose this? Probably obvious. I mean, I choose And type of service.

**Researcher:** Do you do you do you feel like that you have to do these these choices now?

**P3:** Right. It's not clear. It's it's I mean, it is not clear to meet what the system will do with that. Okay. Probably, as a as a normal user, I will look at those pages and would first ignore most and start creating and see what happens. Yeah. So it's not clear to me why why is this of any use here to save some multimedia, monomedia. It is not clear to me why should I tell the system that I'm using audio. When when it comes to the point that we use audio and the system will see it, why should I tell it beforehand? Mhmm.

**Researcher:** Okay. Yeah. Articulation techniques, exit technique.

**P3:** Well, basic, all the same. I I I don't know in the beginning why I what is my benefit to tell the system that. Probably, have something clear in in mind, like I'm I'm doing it's not nonfiction. It's not here. It is more see see consequences of actions and then something like that thing. Professional. Yeah.

**Researcher:** But do you think this could help you keep track of your project? Let's say that you're doing a project for a longer period of time, and that could help you go back and say, okay. I started, like, as a novel, but now it became a a game.

**P3:** Right? This was not my intent from the beginning at least. But but but you I mean, Bill, yes, this is of course, this might happen, but I I don't think a creation process has that many



revolutionary terms. I mean, you start with an early story, turns totally different games. This might happen once and then I don't need anything to remember that. I mean, that will be not so so not actually. So I I what what I, as a user, will be expecting because of, say, AI I I I mean, expect not expecting the sense of thinking of. Right? So is there will be some AI, and the AI will read all this, and and then it we have a a common ground, the AI and me. And that's why the sync would be used. Okay. But but for myself, I wouldn't feel this in no. Probably not.

## Structure and Brainstorming

**Researcher:** And if you go to structure?

**P3:** Mhmm. As a mentor, this, of course, always helpful. Like like to have, again, some kind of a story assistance and then reminding me, yeah, have several possible dramatic roles, and and how could you work with that. Again, the question I would not know is that now is something that, well, shall shall help me in in defining the story if I don't know the story, or or I can am I creating a common ground with some some AI? Or what is the sense of feeding this in?

**Researcher:** So would would would you rather have it this as a kind of a way to get get you through some, problems that you're having, or would you want it more to keep track for for for yourself, like, as a node system and to keep track?

**P3:** I'll see. Oh, I I don't know. I'll so I the problem of keeping track, I don't know how this these things would help me keeping track of what I mean, you would if if you have a very complex story, you have, of course, to keep track what what has happened. But how this now would help me keeping track, I I I don't see. So what what I think could could be helpful is to to have that know, some ideation phase, and then then you see kind of remind all the possible roles, possible structures for story, and have you thought of that and some so like like this, this could will be helpful. So but I'm not thinking of AI. Mhmm. Just reminding, okay. Those are common recipes that that could work and why does does it inspire you. This might be helpful.

**Researcher:** Okay. So if you would go to in the top there you have the selected button that is defining tent, and you have explore and brainstorm.

**P3:** Yes. Mhmm.

**Researcher:** Would would this be more like you mentioned that that they could give you inspiration, according to what you write or the or, like, what categories that you you have chosen? It could give you suggestions.

**P3:** Inspiration. Or creation. Yes. So ideation explorer for inspiration. Of course, might be nice to have this in mood board. So can I do does it work mood board? Okay. But this is from others templates and pattern. Okay. So I I don't know. So be because I I I started today I'm I'm sorry. How how we I we have planned a little less time. How how much time do do we need more?

**Researcher:** Maybe what? Did we said one hour?

**P3:** Yeah. We said one hour. Okay. But you Okay. Thank you. But if If you need to go Yeah. Yeah. If you if you need to go, we could. Yeah. Don't don't don't Okay. Okay. No. I I I have a a follow-up meeting. So let's let's let's try to stay focused and and make this. So so my first thought here is, oh, it it's all there's so many stories around in the Internet. So what is the the selection criteria that that the stories appear here? And and I I I don't have interactive stories on Internet. Actually, there's so many interactive stories on the Internet, and most are simply crap. Right? Some school class somewhere has made a and and I I I need the curated examples. That would be cool. Yeah. Mhmm. So if there's a random examples, it's well, there are many. Yeah. A mood mood board, again, I would not know what this means. I mean, mood board is usually something that I I create and and to gather gather stuff around. So the system would now gather around or other people have gathered stuff around. And this seems very this is a it's a big vague for for the moon what this would actually be, a a mood board. I mean, story can mean any anything. So how can you create mood boards in general for stories? That is that enough totally restricted to to well, to to to what what the makers of this this tool have thought of. Yeah. So and then templates and patterns is yeah. That that might disappoint the thought where I could somehow more imagine that this can be my but just really more as as a brainstorming thing. Okay. Now we have thought of this apprentice and and master. And can you maybe turn this around and make a hero's journey of this, and would that be helpful? So kind of this kind of of brainstorming enticement. But apply to project again Yeah. Again, the setting whom who who is the user of that and and how much do you want the system to take control and how much do you expect the user to take control. And the branching dialogue and mental character things, those are different categories. Right? Yeah.

## Meaning Making and Knowledge Graph

**Researcher:** If we would go to the mini making phase, that would be in the left navigation bar.

**P3:** Left mini making here somewhere? Yeah.

**Researcher:** It's the icon under the selected icon.

**P3:** Here? Yes. Okay. Mhmm. And and then now I okay. Meaning making develop your protenative and process rules. So probably I will just click around. Okay. Nothing happens at moment. I does. And now contact. So imagine I have now this apprentice and master situation, then I would not want inspiration. I want exactly my my idea, and then, yeah, probably to the choice, base scene, hero character, dialogue scene. This is not difficult to understand because this I would think that the dialogue scene can be a choice based scene as once and and mental character. Okay. I I I it's a bit difficult to understand what will happen now. So let's let's say, we'll say, oh, this is a dialogue c or or I don't know. Character introduction. So the apprentice, and now I would choose here, and the apprentice is introduced, and the apprentice is working first time in the company, something like that. And then the forest scene, so the the the red riding with the right and contents type scene. I don't understand this. Content type so title of what? If if not of the scene. So title of the character? So it's concept media. I thought so I I I thought I I

would have been choosing a some kind of scene template, but it seems it's not. So what have I chosen?

**Researcher:** So so so you have chosen a template. So the for example, as it was a scene, the the content type, it was preselected to a scene, but you can change what kind of content type you're you're you're doing inside the content creation page. Because one asset or one content could be a scene or could be a character. As we if we go again to the knowledge graph, it is a node. Right? So

**P3:** Okay. Some okay. Some kind of information you need. And and then I say the the character, would it make sense to to say, okay. The character would be split. Is that what you mean this? And then I would say, okay. Because I was thinking I I would now introduce create the first scene where where Fritz appears in the scene. So probably if I change it to characters, this is not what I'm doing anymore, so let's go to character. And then Fritz, maybe Fritz will produce. But then I would not know why I would describe the script the script separately. Description, yes. So enter the misuse forest, and and then I is this content that should appear to the user? Probably. Right? Mhmm. So this is probably for me, and this is probably for the user or not totally sure. And the rules, adaptation type, dynamic adaptation. Yeah. Yeah. We can skip that. And and choices and logic. This is the process. Alright.

**Researcher:** Just just more carefully. Yeah. We we could skip that. Okay. You could press on the save button next to the Yeah.

**P3:** Yeah. Okay. Probably here. I have two save buttons. Issues detected. Send content. Metadata connection. Save. Save. No? Save. Press any save. Okay. Three saves. Okay.

**Researcher:** If you go back sorry. If you go back to the net oh, sorry. Sorry. There is it. On the on this horizontal tabs, you see a knowledge graph.

**P3:** Here? Knowledge graph here? Oh, in the no. In the horizontal tab inside the meaning making page. Yeah. Mhmm. Okay. So Great narrative structure. Yeah. Okay. So we have discussed a bit about knowledge graph in the Mhmm. Test. Mhmm. And here, we're trying we try to do a different bit of design with with with with I know I messed up the the thing. I'm sorry. If you Wait. Wait. Wait. What is %? And now where is it? Oh, totally. I messed up your figure. Oh.

**Researcher:** If you try to really press it, maybe we'll go back. Yeah. Okay. Let's go back. Knowledge graph. Here it is. Okay. Okay. So don't click too much now. And and okay. So what's what's what we have been wondering a bit, one question would be, do you find that knowledge graphs could be useful for for, for you in your altering process?

**P3:** I couldn't hear. Well, I I I but I think I have I have not made the made any progress since last time. So I I still don't know exactly how you want to use a knowledge graph in the temporal thing because the relationship change. So, like like, I started the the apprentice. So the master has a good opinion of the apprentice in the beginning, but I call but in some stories, the the the opinion of the master on the apprentice would change radically because that is the apprentice has lied. And at the end, the master hates the apprentice and fires him. But this is one story.

Another story or whatever. Some something spectacular happens, and they they build a new factory together or something. Yeah. Because the apprentice has has learned to cope with with tensions and do the right choices. So how could I put this in a single knowledge graph for those things that change? This was not totally clear to me.

**Researcher:** Okay. Could you click on on the in the bottom right left sorry. The bottom right, there there is a button AI analyze analyze graph.

**P3:** Mhmm. And it opened up a tab on the on the top saying AI analysis next to knowledge graph.

**Researcher:** Next to knowledge graph?

**P3:** And I AI suggestions, I see. I hear. I see. Okay. Mhmm. AI analysis. Okay. Mhmm.

## Interview Transcript: Researcher and P3

This organized transcript highlights the dialogue between the **Researcher** and **P3**, focusing on P3's feedback regarding a new design for a story creation system, particularly concerning the utility of AI suggestions and the preference for direct creation versus guided setup.

### AI Suggestions and System Trust

**P3:** The person is causing for personal miscommunication. It's not a Rather Riding Hood anymore. Alright? Okay. In noise graph, we'll discuss it. Yeah. That's possession. Were they discovered it. Also mentions being the warehouse possession in the village. Mhmm. I I think I have the same question here. So are you meaning a specific a specific, well, story? Probably. Right? Is it only this makes sense. So you are just saying there's a potential for this this conflict here. So probably you could somehow link this to this linear representation of our stories. Modify the well, might be, of course, Yeah. Of course. This can can be helpful, of course, to show that certain path of the story Yeah. Can can be wrong. When you further seem to get further down as a replica of different part of the artifact yeah. Of course, apply suggestion. Okay. I I would be very curious how this works in in reality because you are applying, well, not to probably the change, not to a single path. Well, so well, I I would have to to trust the AI that it does not mess up other things. Mhmm. Yeah. So you isolated the mountain who does not connect to any other material elements cannot be reached. Okay. Yeah. Sure. There's not very much AI. Right?

**Researcher:** It's already content launch. So we are kind of lost in the logic gap. Knows if we need to establish the narrative yet. I do. We only have ten minutes left. I'm thinking if we could just show the last thing before the time run runs up because we would want to know your your opinions on that also. Is that okay?

**P3:** Okay. Mhmm.

## Alternative Design for Scene Creation

**Researcher:** The link now. Okay. So I've sent the link.

**P3:** In the group chat?

**Researcher:** Now that's the link that from Chidulu you could press.

**P3:** Mhmm. Yes. That's okay. You're able to access it. The tool creating the access start start it, and now it's an alternative design. Right? Yes. Mhmm. Create a story, so you need those project title, description, genre, the form. So okay. Similar IDNs. Okay. So next I do not want any templates. No. I want to go straight to it. It's educational, very nice, and oh, yes. So kind of comics, toy preview. How could I could how could I have a preview now? Strange. But I would say, yeah, why not? A young adult's here. And then review story concept. Okay. Well, probably not to say anything relevant about the story. So So where review, and then I will build it now.

## Comparing Design Approaches: Freeform vs. Guided

**Researcher:** Okay. So my question here is the difference between the first the very first design and this is more on the structure of contents. Yes. So in the first design, you had to just be free form note typing and all that, while this is more of, like, blocks where you feed in specific content based on data. So my question is, which do you think I see.

**P3:** Can I go back to the first one? Because I already forgot the first one. We is this the first one? Yeah. This is the first one.

**Researcher:** Maybe you refresh it. You could just see the whole thing. Yeah.

**P3:** Not your adventure. Let's go. Like a free And now it is one one after the other. Yeah. I mean, the questions are not the same. Right? So it's not only about the structure. Initial story outline, so you are you were asking me more way more like an assistant to things details on on the story here. Yes. And then I will put my story here. And and and here, it it's it feels like less than an assistant that is though is going to do the job for me. And and it feels more, okay. Yeah. Some meta information general or whatever. I wouldn't want this is still not clear. Yeah. But but but it it feels like I so this this is a different information here that you are asking. Totally different information.

**Researcher:** So and then and and you so you ask me what feels better to me? Or, like, what do you prefer? You prefer the system assist you more, or you prefer, like, you could have more control of what you're going to write? Like, Like, which way that you Yeah.

**P3:** Okay. Prefer to I don't think I can answer that because it depends on this actual system. Right? It is I mean, the the the way into everything so the the direction to everything is pointing, and nowadays is some kind of dialogue with with AI system. So you with a cocreation thing with some some AI. So if you offer some cocreation thing, I will take it. Probably well, everybody will

take it. I mean, everything is not cocreation in in a way. And so but but but it I I I don't know how this would work, this co creation in in your system. So I remember if if I go to this first first design here, I simply don't know what will happen. And this is worth spending so much effort explaining things that they don't understand exactly what does cultural context mean here and references. So is it worth spending time to explaining the system this, or is it a waste of my my time because we will not be able to do anything with that? So then this is more traditional here. So it is yeah. And it's less less writing. I don't have to think that much to do that. So I I would rather stop that, and then the system has to convince me that it's worth spending more time explaining things to it.

## Direct Story Creation and Concluding Remarks

**Researcher:** Okay. So I'm going to send you a second link, which represents a second design to the scene creation Mhmm. Of Mhmm.

**P3:** So it can sync pretty first scene. Dialogue scene. So I I'm so now now you start straight away, and and I was exploration background. Oh, I don't know. I I want to introduce the apprentice. This is not a dialogue scene. I want just to tell something about the apprentice. So what do I choose? Probably, I would click see all and then something would appear, but imagine that this would be a dialogue scene. Okay. Oh. And and there's in purpose, the option is good dialogue. Okay. Mass okay. If I have two persons, one box for a dialogue, and I don't know what you mean here. So I am I to write a single text for both? And and the choices Yeah. So probably the multiple choice here and and condition. Okay. This depends on the story logic, but I it seems that you are now jumping straight into the story here and the story creation and not giving kind of start information. And what would I prefer? So I'm I'm kind of more impatient with those things. So probably I would start straight away and and would expect the like like this system to convince me that this is worth telling telling us more more meta meta things to it to it or or or just to show me from from the very beginning, yeah. I take your information and make something spectacular out of it that will be useful. But but if we if I have this story in mind already, I it would feel strange to give cultural background and then the water whatever those those questions that take time, and I have to think off my work and go jump directly to the story. So probably, if I would not know anything about your system and I had the choice to go, tell tell stuff to it, you you should have you should have a screen at least to convince me why should I tell tell stuff. By just seeing the sequestrations, I probably would click them away Okay. And go straight to this.

**Researcher:** Okay. So we can just, like, go ahead and create a scene.

**P3:** Okay. So I I I preview scene. So can up the the boxes. Yeah. Background character object. Clicking yeah. No. On the first scene purpose. Yeah. And then the background.

**Researcher:** And The background upload background section. Yes. And and you want me to to open this? No. We I'm trying to just skip.

**P3:** Okay.

**Researcher:** We can just skip and and when you press the right button Just finish. The let's see. Right? We could just skip this, and we could also because we know that you're in a hurry to go, so maybe we could just finish the usability test. Like Yeah.

**P3:** And, unfortunately, in in indeed, sorry. I have not reserved more time for this.

**Researcher:** No. No. No worries. And it's we really appreciate that you could help with us. And we will send you a follow-up email just to help you to fill out a form. Like, let it's the same Excel that you did from last time. I will send you up an email as a follow-up later. But, really, thank you for so much for your time today, and we have collected useful insights from you. So thank you for that.

**P3:** Okay. So I don't wanna keep you for all So sorry that the team in a hurry. Right? So Yeah. Then we join. Continue. Will. And Yeah. Then see you soon. Bye bye.

**Researcher:** Bye bye.

**P3:** Bye bye.