

# **Generative AI**

# **Powered Software**

Jasmine Lesner  
[jlesner@ucsc.edu](mailto:jlesner@ucsc.edu)



Suno   @OnusFM   repo status Active

Examples • Suno Studio Waitlist • Updates • How to Use • Installation • FAQ

<https://huggingface.co/spaces/suno/bark>



OpenAI  
GPT-3.5 Turbo

<https://openai.com/chatgpt>



Stable Diffusion XL

**Stable Diffusion  
XL – SDXL 1.0  
Model**

<https://stablediffusionxl.com/>



Spaces |  facebook/MusicGen

like 2.46k

Running on A10G

## MusicGen

This is the demo for [MusicGen](#), a simple and controllable model for music generation present



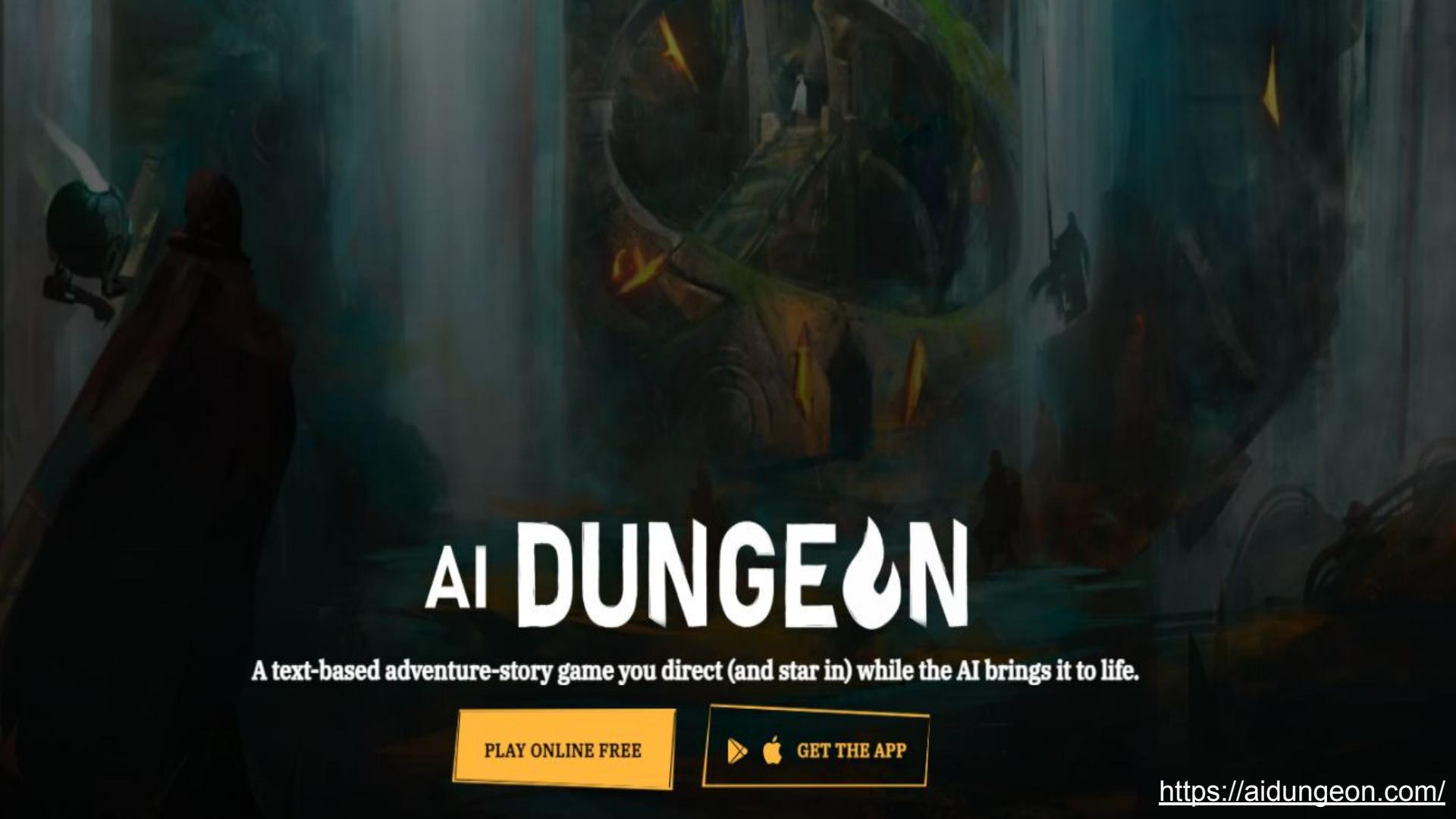
Duplicate Space

for longer sequences, more control and no queue.

Describe your music

Condition on a melody (o

<https://huggingface.co/spaces/facebook/MusicGen>



# AI DUNGEON

A text-based adventure-story game you direct (and star in) while the AI brings it to life.

PLAY ONLINE FREE



<https://aidungeon.com/>

# AI personalized *interactive* fiction for young children

Jasmine Lesner

Luke Murayama

Tony Guizar

Poom Phunjamaneechot





In a colorful world filled with talking animals, there lived a mischievous panda named Pablo. Every morning, Pablo would wake up to the sound of a rooster crowing and the smell of freshly baked pancakes.

Pablo: "Good morning, Mr. Rooster! What's the plan for today?"  
Rooster: "Cock-a-doodle-doo, Pablo! Today, we're going to have a pancake-eating contest!"  
Pablo: "Oh boy, count me in!"

Pablo decides to eat as many pancakes as he can, even though he knows he'll end up with a bellyache.

Stomach icon: consequences

Pablo stumbled upon a hidden cave. Inside, they crackled with anticipation as Sammy whispered, "With it, you can become the greatest athlete ever. With it, you can become the greatest athlete ever. With it, you can become the greatest athlete ever. With it, you can become the greatest athlete ever. With it, you can become the greatest athlete ever."

Sammy: "I couldn't resist the temptation. Superpower if grants me!" Sammy: "Yes, Pablo!"

Pablo realized the mess he had and the other animals on the farm. So whatever it takes to fix this mess!" Piggy: "Oink-oink!" Chickie: "Cluck-cluck! We'll forgive you, Pablo, but mischievous, but we're a team. Let's turn this into the

Piggy: "I'm not quite a pickle. Have you tried using the enchanted acorns from the forest to find the golden leaves and acquire the enchanted gnomes?"

Chickie: "Golden leaves. It is said that the acorns from that tree possess

Ollie: "And then?"

Sammy: "Golden leaves. It is said that the acorns from that tree possess

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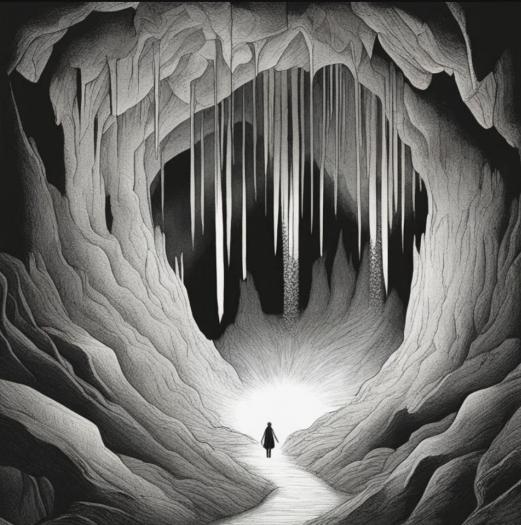
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 As the sneaky snake Sammy led Pablo deeper into the farm, they stumbled upon a hidden cave. Inside, they discovered a glowing crystal that seemed to radiate with power. The air crackled with anticipation as Sammy whispered, "Pablo, this crystal has the ability to grant any animal a special superpower. With it, you can become the greatest athlete in the Great Farm Olympics!" Pablo's eyes widened with excitement and he couldn't resist the temptation.

Pablo: "Wow, Sammy! This crystal is incredible! I can't wait to see what superpower it grants me!" Sammy: "Yes, Pablo! Just touch the crystal and your power will be revealed!"

Pablo decides to touch the crystal, hoping to gain an extraordinary superpower.

Pablo hesitates, realizing that touching the crystal might have unknown consequences.



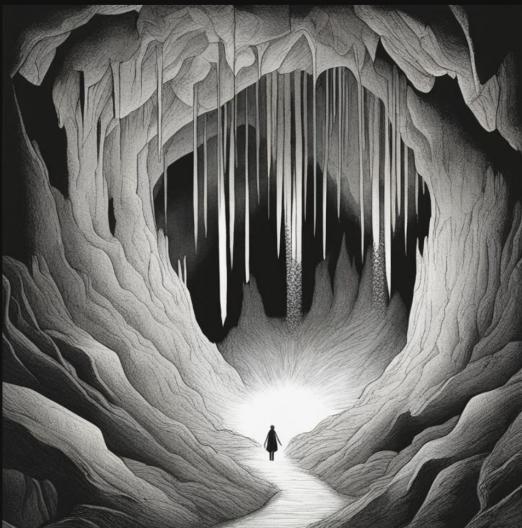
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With the farm covered in mud and everyone looking shocked and disappointed, Pablo realized the mess he had caused. He knew he had to find a way to make it up to his friends and the other animals on the farm.

Pablo: "I'm so sorry, everyone! I didn't mean for this to happen. I'll do whatever it takes to fix this mess!" Piggy: "Oink-oink! We know you didn't mean it, Pablo. Let's work together to clean up!" Chickie: "Cluck-cluck! We'll forgive you, Pablo, but you have to help us make things right!" Foxy: "Hehe, you may be mischievous, but we're a team. Let's turn this into the Great Mud Festival Clean-up!"

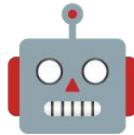
The End!



# how it works



# what the **AI** does



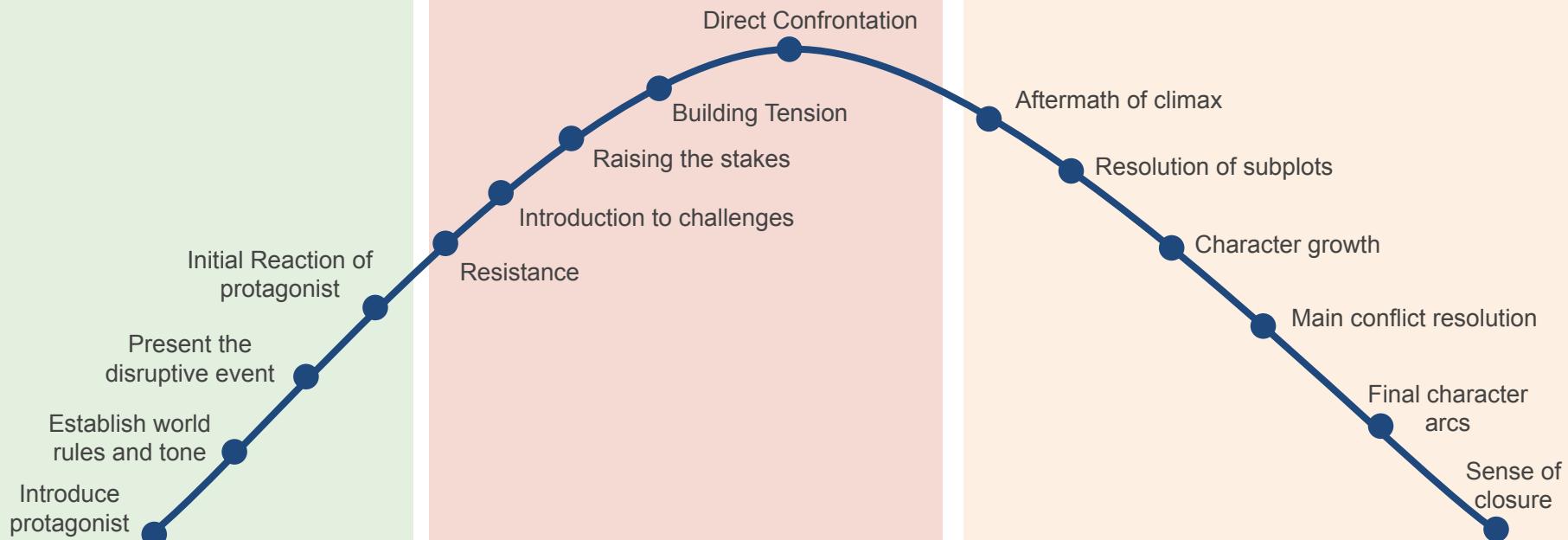
From **user input** (like 🐣🐷🐭🐹🐺🐧) and our **story plan** the **AI** generates a narrative with matching pictures, sounds and music.

The result is both **personalized** and interactive.

## Act 1: SETUP

## Act 2: CONFRONTATION

## Act 3: RESOLUTION

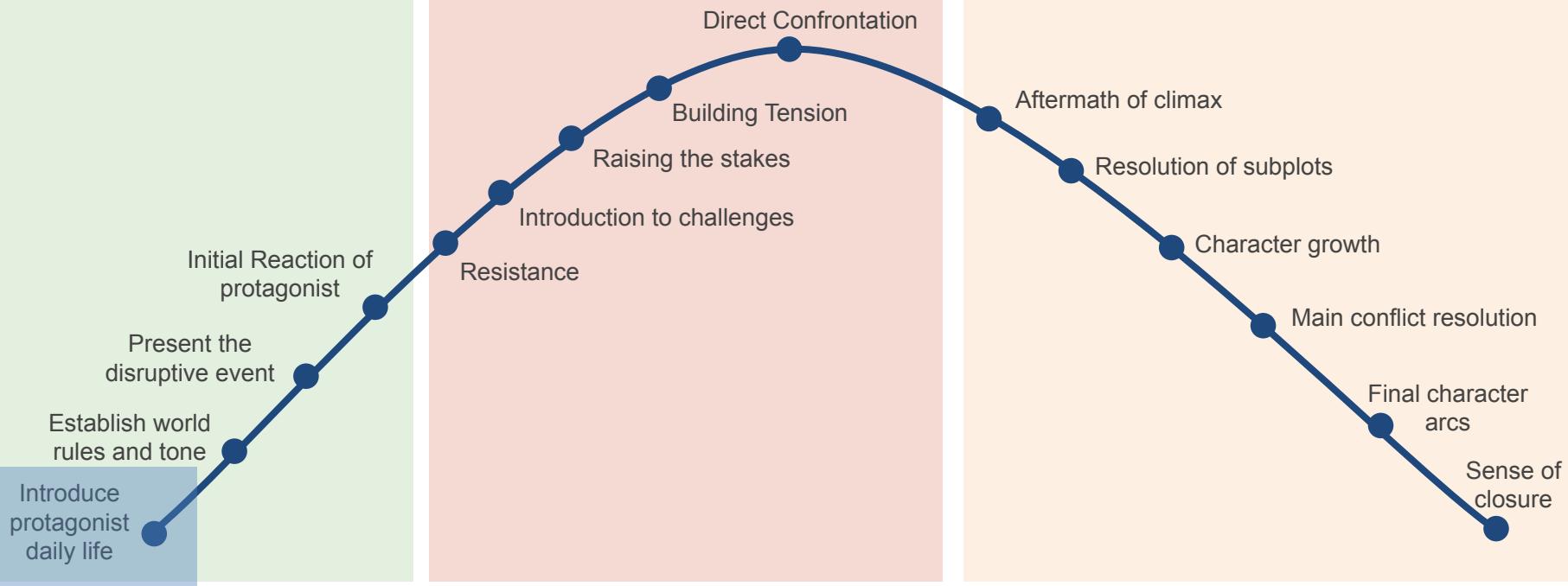


# story plan

## Act 1: SETUP

## Act 2: CONFRONTATION

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    <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use character names only their descriptions such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
    <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just two dozen words. </sound>
    <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just a dozen words. </music>
    <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the protagonist will take after this scene. Do not judge the action / decision. </protagonist_reaction>
</scene>
</positive_prompt_text>
</request>
```

```
<request type="make_text">
<positive_prompt_text>
    A child selected emojis: 🎉↗️➡️🚩🎈🏆
    Inspired by these you will write a story for the child.
    Show, Don't Tell: When possible reveal information using dialogue do not state it directly. If a specific aspect is important, reveal it using dialogue between characters.
    For example, if a character is sad, do not say "The character was sad." Instead, have another character ask "Why are you sad?"
    This will allow audience to infer the character is sad without being told directly.
    Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory information, setting the mood, or advancing the story.
    Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.
    Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.
<scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
    <introduction>Replace this with words a narrator would use to introduce this scene</introduction>
    <dialogue>Replace this with a new scene dialogue suitable for children. Use a new line for each new speaker. Do not repeat from before. Refer to characters by name. Showcase the protagonist's routine, relationships, and environment.</dialogue>
    <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use character names only their descriptions such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
    <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just two dozen words. </sound>
    <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just a dozen words. </music>
    <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the protagonist will take after this scene. Do not judge the action / decision. </protagonist_reaction>
</scene>
</positive_prompt_text>
</request>
```

&lt; 2 / 2 &gt;

JA

A child selected emojis: 🐭 🏠 🌎 🚀 🍪 🎉



Inspired by these you will write a story for the child.

Show, Don't Tell: When possible reveal information using dialogue do not state it directly. If a specific aspect is important, reveal it using dialogue between characters.

For example, if a character is sad, do not say "The character was sad." Instead, have another character ask "Why are you sad?"

This will allow audience to infer the character is sad without being told directly.

Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory information, setting the mood, or advancing the story.

Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.

Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.

```
<scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
```

```
    <introduction>Replace this with words a narrator would use to introduce the scene</introduction>
```

⟳ Regenerate



Send a message



&lt; 1 / 2 &gt;



xml

Copy code



```
<scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction">
    <introduction>In a cozy little house on a sunny morning, let's meet our protagonist, Max!
    <dialogue>
        Max: (Scurrying) Good morning, Mr. Sun! ☀️
        Max's Friend: (Smiling) Hi, Max! Ready for a new day?
        Max: You bet! (Grabs cheese 🧀) Breakfast time!
        Max's Friend: (Chuckling) Always cheese, Max.
    </dialogue>
    <illustration>A tiny, cheerful mouse 🐭</illustration>
    <sound>The chirping of birds and a soft breeze rustling through leaves.</sound>
    <music>A playful, cheerful tune with a hint of adventure 🎵</music>
    <protagonist_reaction>Max decides to take a big bite of his cheese before heading out.
</scene>
```

Regenerate



Send a message

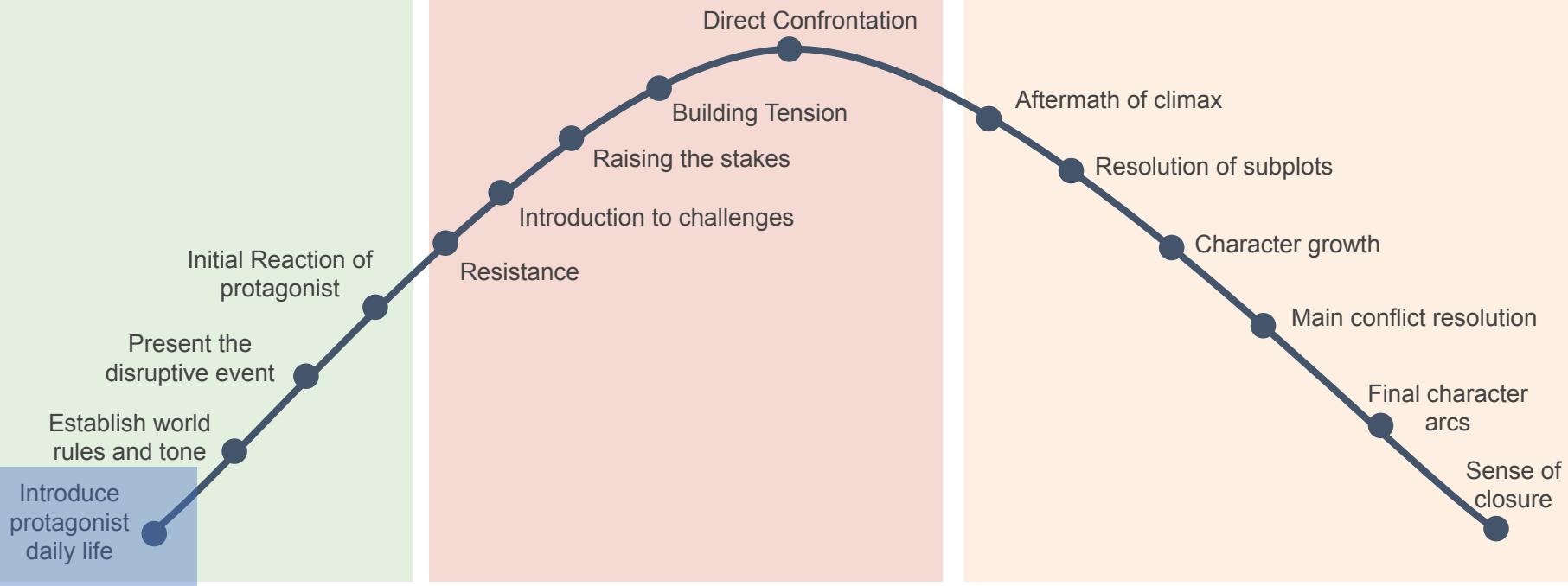


```
def valid_xml(input_string):
    try:
        input_tree = etree.fromstring(input_string)
        expressions = [
            "/scene/@name",
            "/scene/@act",
            "/scene/@part",
            "/scene/@branch_count",
            "/scene/@index",
            "/scene/introduction",
            "count(/scene/dialogue)=1",
            "/scene/illustration",
            "/scene/sound",
            "/scene/music"
        ]
        for expr in expressions:
            if not input_tree.xpath(expr):
                return False
        return True
    except etree.XMLSyntaxError:
        return False
```

## Act 1: SETUP

## Act 2: CONFRONTATION

## Act 3: RESOLUTION

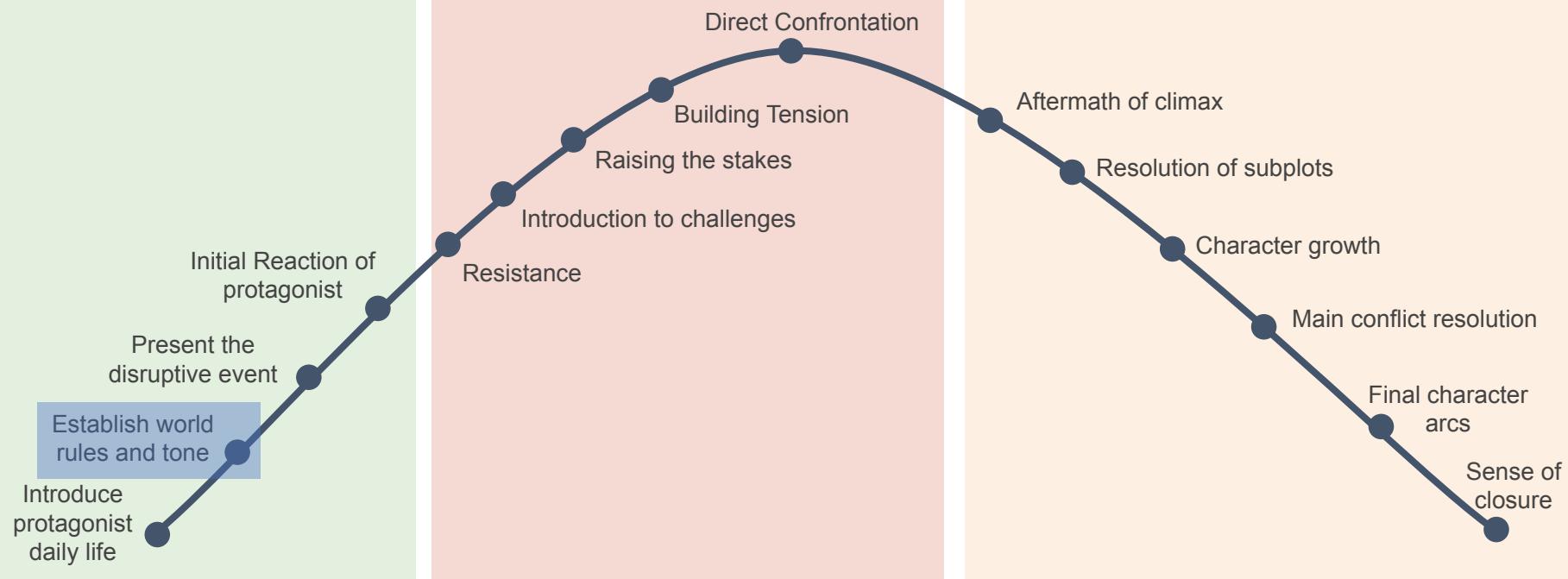


# story plan

## Act 1: SETUP

## Act 2: CONFRONTATION

## Act 3: RESOLUTION



# story plan

```
<request type="make_text">
<positive_prompt_text>
    A young child asked you for a story about the following emojis: 🧑‍🦲🏃‍♂️➡️🎬🎈🏆
    Here is the story you have written so far:
        <story_so_far>
            <scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
                <introduction>Once upon a time, there was a little boy named Max who loved emojis. Every day, Max would wake up early and start his day with a big smile on his face.</introduction>
                <dialogue>Max's mom would always greet him with a warm hug and ask, "Good morning, Max! Did you have any interesting dreams last night?" Max would excitedly tell her about his dreams, filled with racing snails and flying balloons.</dialogue>
                <illustration>A cheerful little boy with messy brown hair and bright blue eyes.</illustration>
            </scene>
            <protagonist_reaction>After getting ready for the day, Max decides to bring his toy snail and race it against his toy cars in the backyard.</protagonist_reaction>
        </story_so_far>
```

Please continue the story from the last protagonist\_reaction above. If last protagonist\_reaction above has a bad decision make the story show how it is bad and bad things happen because of it.

Show, Don't Tell: When possible reveal information using dialogue do not state it directly. If a specific aspect is important, reveal it using dialogue between characters.

For example, if a character is sad, do not say "The character was sad." Instead, have another character ask "Why are you sad?" This will allow audience to infer the character is sad without being told directly.

Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory information, setting the mood, or advancing the story.

Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.

Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.

```
<scene name="Establishing World's Rules and Tone" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="2">
    <introduction>Replace this with words a narrator would use to introduce this scene.</introduction>
    <dialogue>Replace this with a new scene dialogue suitable for children. Use a new line for each new speaker. Do not repeat from before. Refer to characters by name. Introduce the rules of the story's world and setting the tone for the narrative.</dialogue>
    <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use character names only their descriptions such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
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</positive_prompt_text>
</request>
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```
<request type="make_text">
<positive_prompt_text>
    A young child asked you for a story about the following emojis: 🧑‍🦲🧓➡️➡️🏆
    Here is the story you have written so far:
        <story_so_far>
            <scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
                <introduction>Once upon a time, there was a little boy named Max who loved emojis. Every day, Max would wake up early and start his day with a big smile on his face.</introduction>
                <dialogue>Max's mom would always greet him with a warm hug and ask, "Good morning, Max! Did you have any interesting dreams last night?" Max would excitedly tell her about his dreams, filled with racing snails and flying balloons.</dialogue>
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<scene name="Establishing World's Rules and Tone" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="2">
    <introduction>Replace this with words a narrator would use to introduce this scene.</introduction>
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</scene>
</positive_prompt_text>
</request>
```

```
<request type="make_text">
<positive_prompt_text>
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                <introduction>Once upon a time, there was a little boy named Max who loved emojis. Every day, Max would wake up early and start his day with a big smile on his face.</introduction>
                <dialogue>Max's mom would always greet him with a warm hug and ask, "Good morning, Max! Did you have any interesting dreams last night?" Max would excitedly tell her about his dreams, filled with racing snails and flying balloons.</dialogue>
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            </scene>
            <protagonist_reaction>After getting ready for the day, Max decides to bring his toy snail and race it against his toy cars in the backyard.</protagonist_reaction>
        </story_so_far>
```

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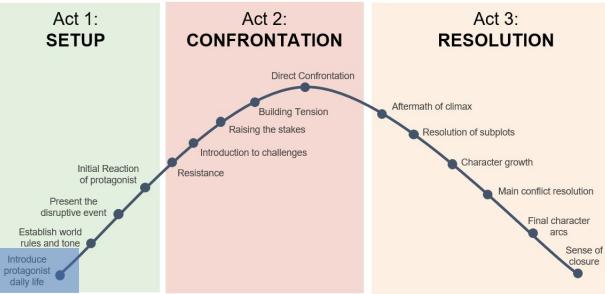
For example, if a character is sad, do not say "The character was sad." Instead, have another character ask "Why are you sad?" This will allow audience to infer the character is sad without being told directly.

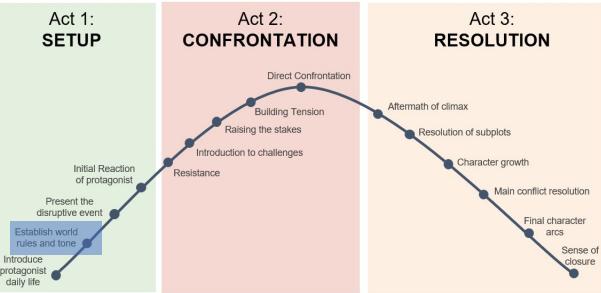
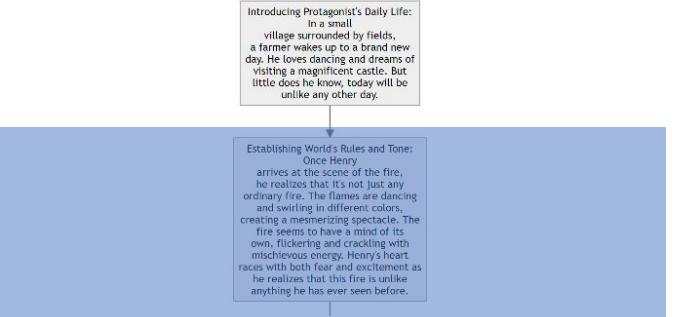
Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory information, setting the mood, or advancing the story.

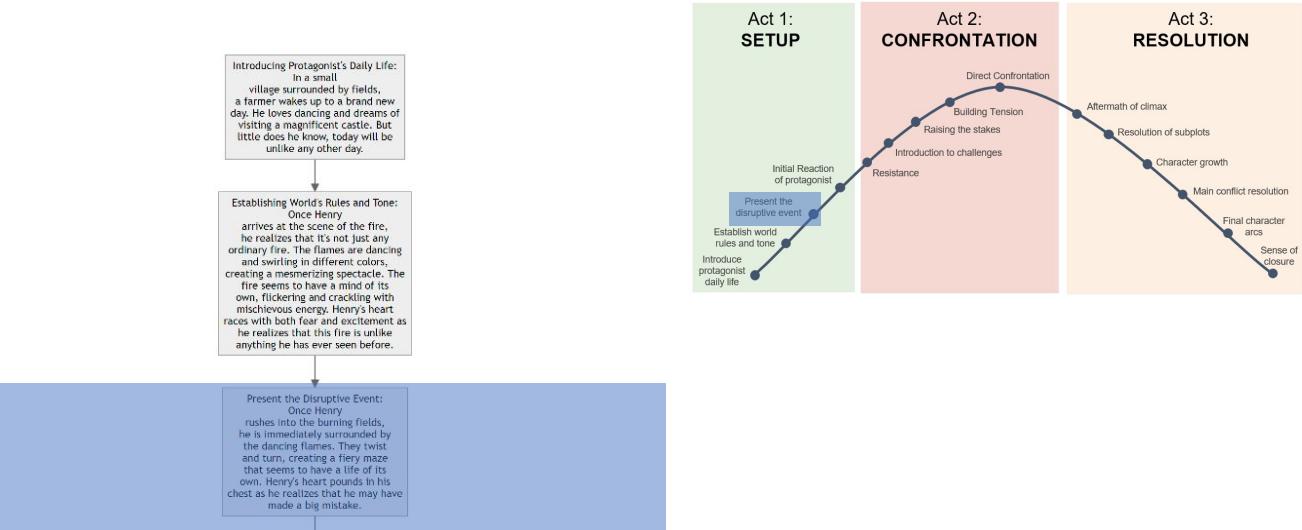
Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.

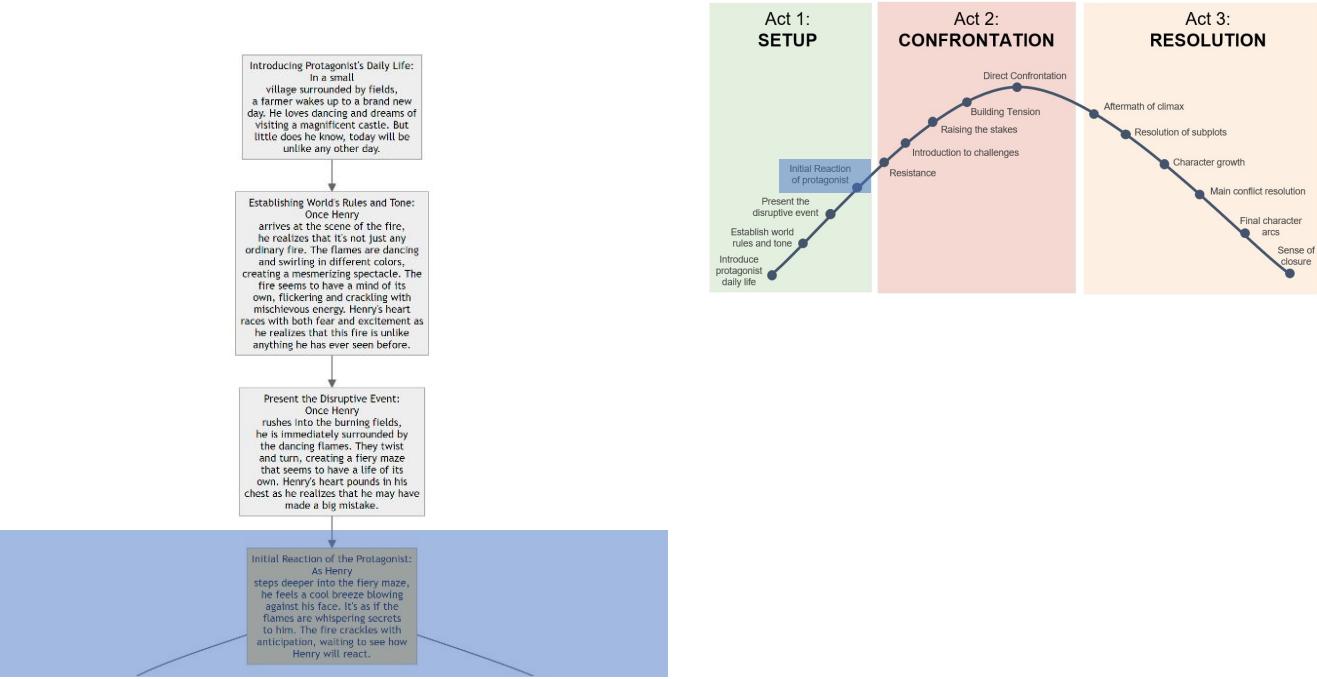
Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.

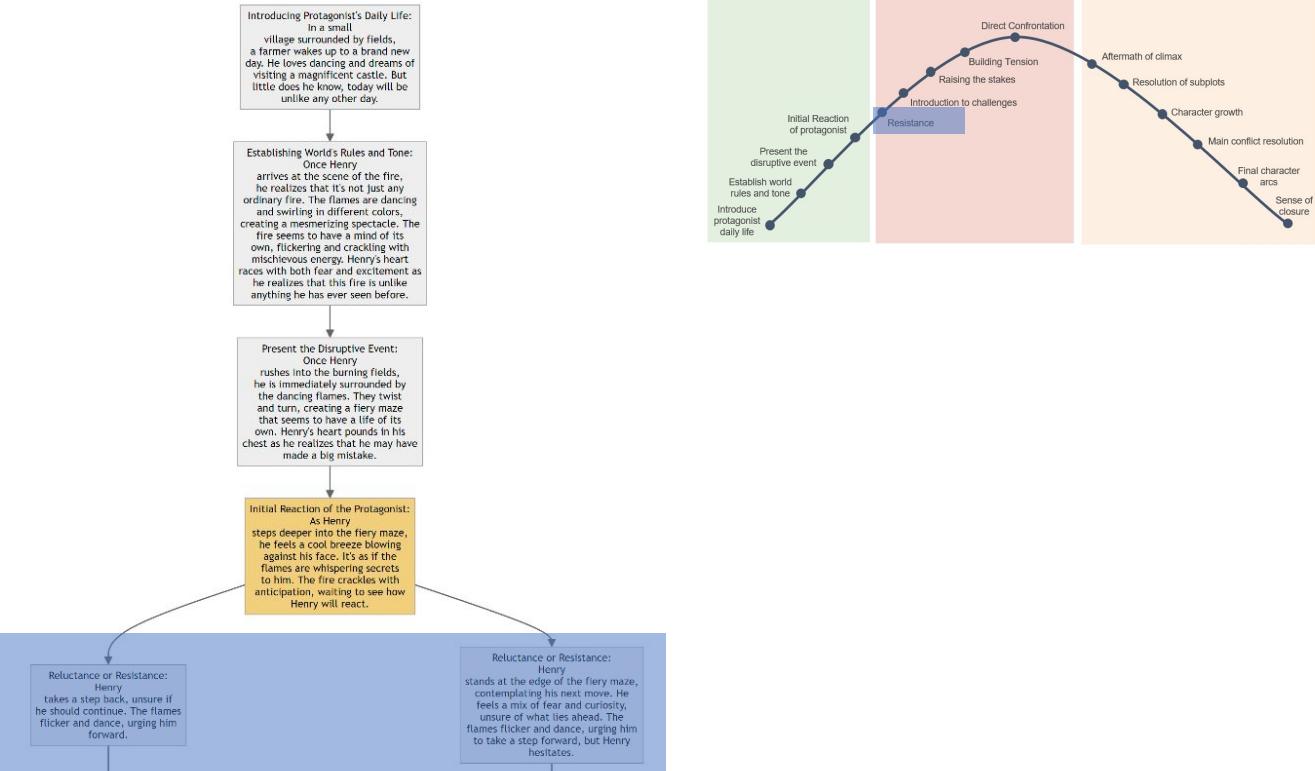
```
<scene name="Establishing World's Rules and Tone" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="2">
    <introduction>Replace this with words a narrator would use to introduce this scene.</introduction>
    <dialogue>Replace this with a new scene dialogue suitable for children. Use a new line for each new speaker. Do not repeat from before. Refer to characters by name. Introduce the rules of the story's world and setting the tone for the narrative.</dialogue>
    <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use character names only their descriptions such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
    <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just two dozen words. </sound>
    <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just a dozen words. </music>
    <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the protagonist will take after this scene. Do not judge the action / decision. </protagonist_reaction>
</scene>
</positive_prompt_text>
</request>
```

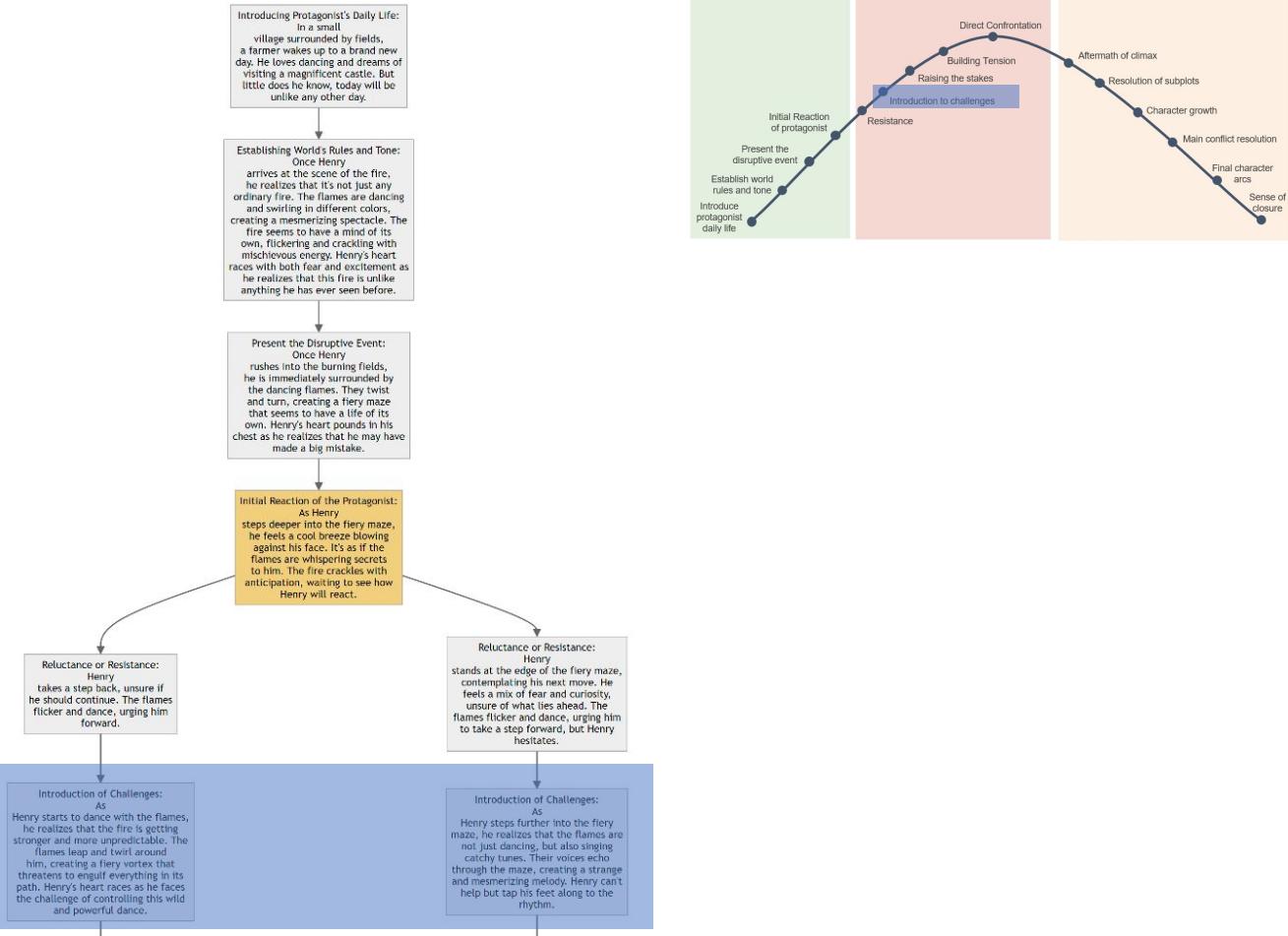




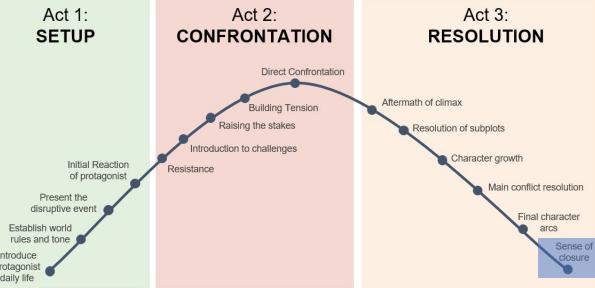
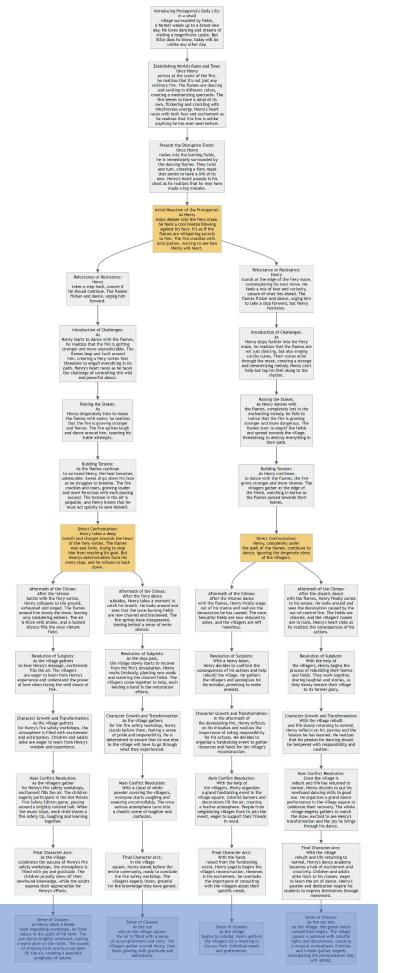








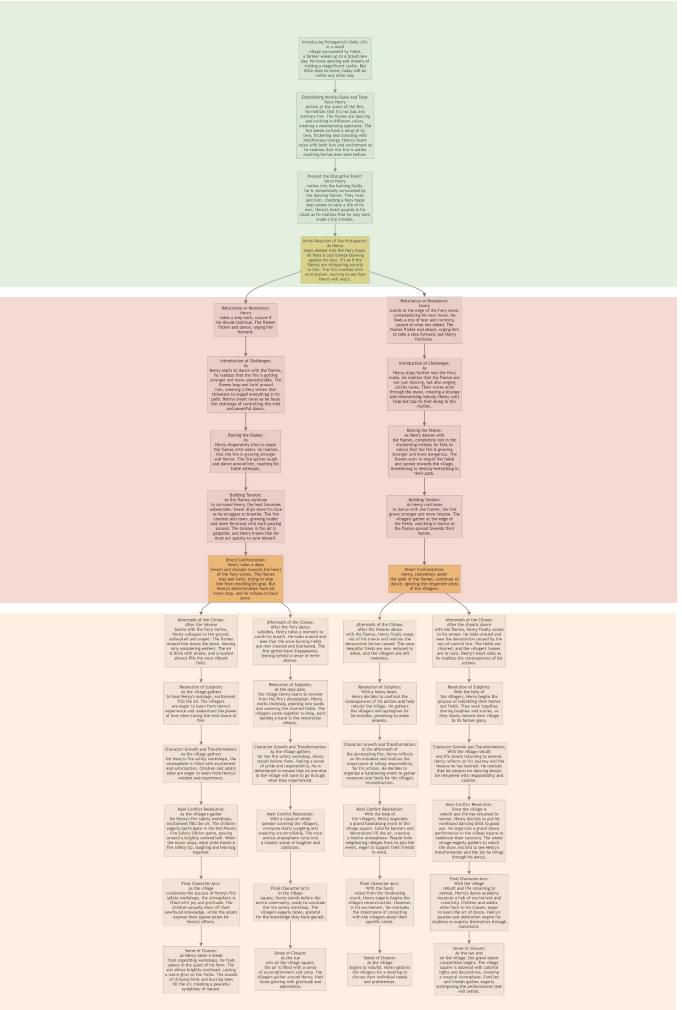
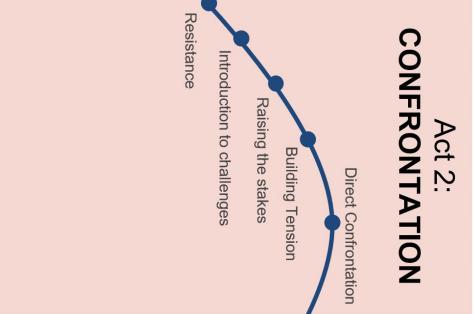




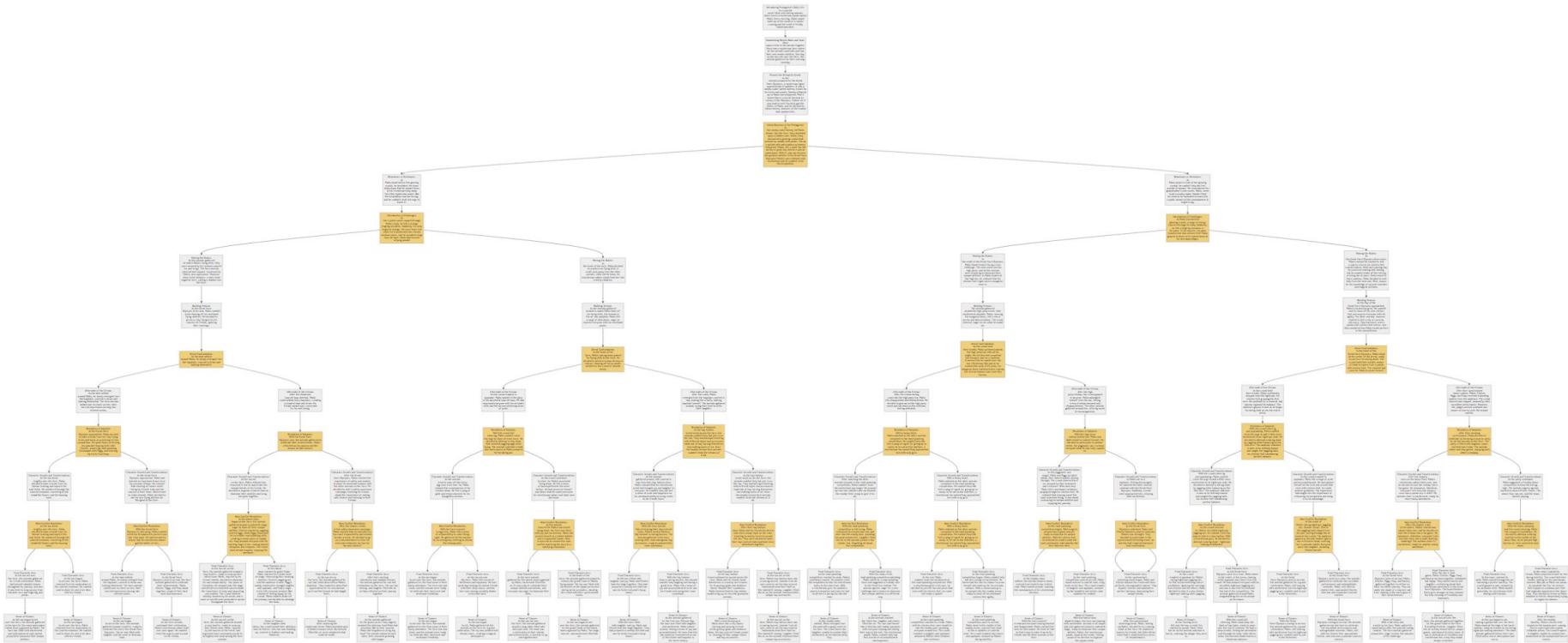
## Act 1: SETUP

## Act 2: CONFRONTATION

## Act 3: RESOLUTION



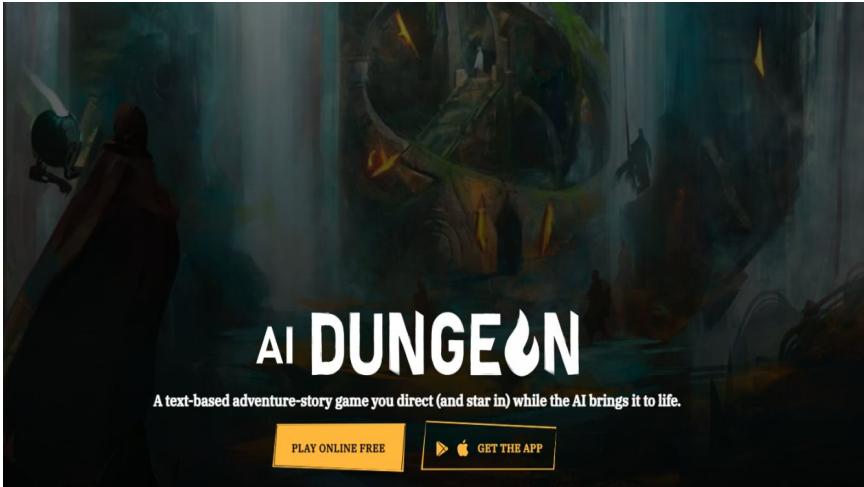
```
<scene name="Main Conflict Resolution" act="Resolution" part="Resolution" branch_count="2" index="13">
    <introduction>Replace this with words a narrator would use to introduce this scene</introduction>
    <dialogue>Replace this with a new scene dialogue suitable for children. Use a new line for each new speaker. Do not repeat from before. Refer to characters by name. Resolve the main conflict and demonstrate how the characters have evolved.</dialogue>
    <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use character names only their descriptions such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
    <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just two dozen words. </sound>
    <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick something not already picked above. Do not mention anything else. Use just a dozen words. </music>
    <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad outcome action the protagonist can take after this scene.</protagonist_reaction>
    <protagonist_reaction>Replace this with a short child understandable description of a good decision / good outcome action the protagonist can take after this scene.</protagonist_reaction>
</scene>
```



# summary

# Generative AI can power software

Ex: AI Dungeon, AIPIF@UCSC



<https://aidungeon.com/>

The image shows the AIPIF interface. On the left is a "CHOOSE A STORY" screen featuring a grid of emoji icons representing different story themes. On the right are two panels of a generated story. The first panel shows a black and white illustration of a panda sitting in a forest, with text describing a character named Pablo and a quest involving a crystal. The second panel shows a dark, cavernous environment with stalactites, with text describing Pablo's decision to approach the crystal.

<https://github.com/jlesner/aipif>

Generative AI can **power software**

Ex: AI Dungeon, AIPIF@UCSC

Generative AI can **power Generative AI**

Ex: Story AI => Picture AI, Music AI, Sounds AI

*“A group of seagulls with colorful pirate hats, squawking in a mischievous formation.”*





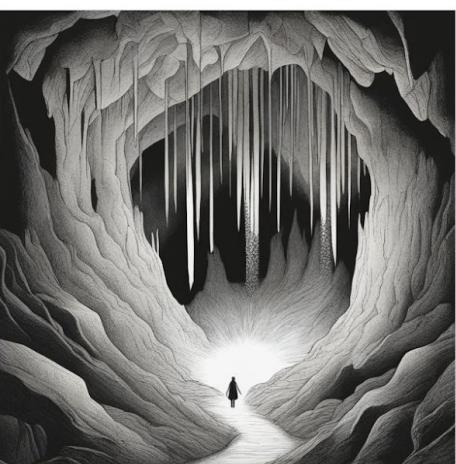
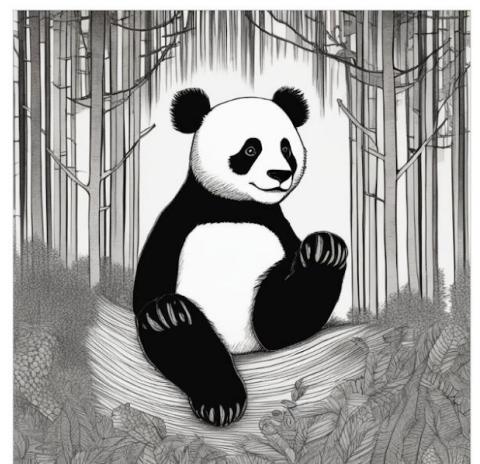
<http://www.ufafu.com>

try it  
questions?  
thank you!

Jasmine Lesner  
jlesner@ucsc.edu







A playful panda with black and white fur, wearing a mischievous smile.

[UPDATE](#) [RETRY](#) [LOGS](#)

A clever chicken with vibrant feathers and a mischievous smile.

[UPDATE](#) [RETRY](#) [LOGS](#)

A sneaky snake with a mischievous grin, slithering towards Pablo.

[UPDATE](#) [RETRY](#) [LOGS](#)

A mysterious cave with a glowing crystal in the center, surrounded by shadows.

[UPDATE](#) [RETRY](#) [LOGS](#)





