Blofeld final report: Non-determinism or determinism, that is the question

What is the trade-off between non-determinism methods and determinism methods in storytelling? In the Blofeld group at the computational creativity code camp 2015, we got inspired by this question.

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Our idea is to have multimedia content by using the Google API. The actual process consists of these four steps:

- Telling a story.

- Extracting most salient words (I could already have code for that).

- Putting pictures (representing the salient words/concepts) on a canvas.

- The story determines the scaling/format/position of the pictures.

I this report our foucs is on the first part. First of all, we used the non-official characterization list to find two actors of our story by some randomized algorithms which try to find two relatively persons at random. This is how our story began! Then from the Scealextric knowledge base, we chose some idiomatic actions that are somehow related to those two actors. Here is where our question arises: What is the trade-off between non-determinism methods and determinism methods in storytelling? To find a correlation between these idiomatic actions of our actors we proposed to use some deterministic approaches. Then we will finish our story by using ending story knowledge base.

All codes are available at:

<https://github.com/ghaeini/codecamp2016>

An example story is:

“Eliot Ness paid well and expected absolute loyalty in return. Rick Deckard finally caught up to Eliot Ness. Rick Deckard finally tracked Eliot Ness down. Thereafter Rick Deckard kept Eliot Ness on a very tight leash indeed; Eliot Ness was never truly free again.”