Non-determinism or determinism, that is the question

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