USING OUT-OF-CHARACTER REASONING TO COMBINE STORYTELLING AND EDUCATION

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CONTEXT

- Social interaction
- Law enforcement domain
- Serious game: improving social awareness
RESEARCH

- Research goals:
  - Believable characters
  - Meta-goal attainment
- Research question:
  - How can we achieve a good balance between character believability and meta-goal attainment?
INTERACTIVE STORIES

- Agency
- *Strong story and strong autonomy* approaches

*Façade*  

*FearNot!*

Emergent narrative
THE VIRTUAL STORYTELLER

- Story generation system
  (main developer: Ivo Swartjes)
- Emergent narrative
- Interactive version
- Little focus on plot
OUT-OF-CHARACTER REASONING

- Balancing between character believability and plot
- Improv theatre
- Out-of-character reasoning
OUT-OF-CHARACTER REASONING

- Scenario: conflict situation
- Meta-goal: improve social awareness
- Cause and effect
- Conflict escalation
OUT-OF-CHARACTER REASONING

- Adopt opposing personality OOC
- Follow story arc/conflict cycle OOC

Freytag’s pyramid

Leary’s Rose
(interpersonal circumplex)
CHALLENGES & POSSIBILITIES

- Agent reasoning
  - Determining personalities
  - Determining story section
  - Reaching agreement between agents
- Authoring for emergence

- Variation theory: play game from different perspective
- Feedback through narration after play
FUTURE WORK

- Status quo: literature study on interactive storytelling; work on first prototype
- Domain knowledge
- Personalities
- Research on story arcs
- Adaptation of VST architecture
- Evaluating yearly prototypes of serious game
- Joint effort for project goal: 3D multi-modal demonstrator
COMBINING PEDAGOGY AND STORYTELLING

- Pedagogy Story (arc) → Agents
- Game mechanics → Translation into artificial world → Artificial, programmable world → Game-based learning experience (story)
DISCUSSION (INTERROGATION?)

![Image of police officers and a suspect during an interrogation]