Narrative is a pervasive aspect of all human societies. Human beings make sense of the world by constructing stories and listening to the stories of others. In addition, stories as a form of entertainment play a central role in our social and leisure lives. As a result, story and narrative have become a key interest for Artificial Intelligence researchers. The role of narrative as a primary mechanism for organizing human experience has been broadly recognized. Work in narrative has become increasingly multidisciplinary with influences from many fields including art, psychology, cultural and literary studies, as well as drama.

Since the 1999 AAAI Symposium, there has been only one venue receptive to the breadth of AI and narrative research that the 2009 Symposium targets. This venue was the AAAI 2007 Symposium on Intelligent Narrative Technologies, which was the direct predecessor to this symposium. Serving as a forum where the full range of narrative and AI research could be discussed, it brought together AI researchers of both interactive and noninteractive narrative technologies, cognitive psychologists, and narrative theorists with the goal of discussing the fundamental issues in representing, presenting, adapting, and reasoning about narrative.

The 2009 AAAI Spring Symposium on Intelligent Narrative Technologies II is a successor to an unofficial series of workshops, symposia, and conferences starting with the 1995 AAAI Spring Symposium on Interactive Story Systems. Subsequently, the 1999 AAAI Fall Symposium on Narrative Intelligence was a successful multidisciplinary gathering of researchers emphasizing both interactive as well as noninteractive forms of narrative intelligence. The symposium focused on various topics including narrative theory, autonomous performance agents, narrative interfaces, narrative generation, narrative understanding, and interactive story.

The subsequent AAAI Spring Symposia on Artificial Intelligence and Interactive Entertainment in 2000, 2001, and 2002 led to the development of the conference on AI and Interactive Digital Entertainment (AIIDE) that began in 2005. AIIDE has a focus on intelligence applied to interactive entertainment systems (including narrative systems), but excludes the non-interactive narrative AI research included in the 1999 Symposium. A few conferences in Europe such as the International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE) and the International Conference on Virtual Storytelling (ICVS) are receptive to AI narrative research.

The discussions and presentations at the 2007 symposium resulted in many interesting questions, several of which remained unanswered at the time of the symposium’s end. This symposium will bring together many of the researchers that attended the 2007 meeting, as well as new researchers from diverse backgrounds in an effort to identify new directions toward answers to some of those open questions, as well as identify new ones.

The goal of the symposium is to discuss innovations and work that has been conducted in the time since the 2007 Symposium, and to further focus on how computer systems can be designed to reason about, generate, and adapt narrative structures for interactive and noninteractive technologies.

This symposium will consist of more than 20 presentations from authors on five continents and across a variety of disciplines including:

- narrative in commonsense reasoning
- story understanding
- believable agents
- interactive storytelling
- intelligent narrative authoring tools
- narrative in intelligent learning environments
• story generation
• narrative theory/narratology
• emotion modeling.

There will be a panel discussion, Challenges in Development and Design of Interactive Narrative Authoring Systems, and a three hour Improvised Comedy Games Workshop, which will encourage participants to engage themselves in the narrative creation process. The overarching goal of the symposium is to foster interaction among a diverse set of researchers. There will be two extended poster and demo sessions in addition to talks and plenty of time allotted for small group and informal discussions.

We would like to extend our thanks to the organizing, advisory, and program committees as well as to all those who reviewed papers, submitted papers, or otherwise participated in or encouraged this symposium. In addition, we would like to thank AAAI for all of their organizational support.

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