

# Preface

Since the study of artificial intelligence first emerged as a distinct science from cognitive science, one of the goals of artificial intelligence researchers has been to computationally reproduce human behavior. One distinct human ability is the use of language for communication. Many early AI investigators noted the privileged nature of one form of communication: narrative.

Narrative is a pervasive aspect of human culture in both entertainment and education. As the reliance on digital technology for both entertainment and education increases, the need for more innovative approaches to represent, perform, and adapt narrative experiences increases as well. Recently, due to the popularity of modern console- and PC-based computer games, there has been a growth of interest in employing narrative in interactive computer-mediated experiences as a means for creating a memorable and engaging context for users. However, while computers have proven to be an incredibly powerful medium for interactive experiences, providing a narrative that is equally interactive has proven to be a difficult challenge. This realization provides a strong motivation for new artificial intelligence approaches to interactive narrative, narrative generation, narrative comprehension, and a wide assortment of complimentary AI technologies.

This symposium is, historically, a successor to an unofficial series of periodic symposiums devoted to the topics of narrative and story. In 1995, the Spring Symposium on Interactive Story Systems was a first look at the research issues behind blending story with interactive entertainment. The 1999 AAAI Fall Symposium on Narrative Intelligence provided a unique first venue for a multidisciplinary gathering of researchers interested in narrative and its role in computational systems without regard for whether or not a system constituted an interactive story. Narrative intelligence was a term coined to refer to the capability — human or computational — to organize experience into narrative form. The Fall Symposium on Narrative Intelligence was notable in that it emphasized both interactive forms of narrative intelligence as well as noninteractive forms of narrative intelligence. Three subsequent AAAI spring symposia on artificial intelligence and interactive entertainment in 2000, 2001, and 2002 drew some interest in interactive narratives but did not strictly focus on narrative or story.

The 2007 Fall Symposium on Intelligent Narrative Technologies marks the return of a symposium with the explicit focus on artificial intelligence for narrative and story. This includes narrative in interactive entertainment and education systems as well as noninteractive artificial intelligence research.

We were profoundly humbled by the positive response we received when this symposium was announced. Twenty-eight full and short papers were selected to be presented at the symposium. The topics of these papers include narrative in interactive systems, applications and theory; affect in narrative and synthetic characters; computational representation of narrative; narrative comprehension, inference, and commonsense reasoning; authoring of interactive narratives and stories; narrative generation and computational models of creativity; discourse and dialogue pertaining to narratives and story; story in serious games and pedagogical systems; and psychological perspectives on narrative.

Additionally, three discussions will be held on topics that the academic community finds relevant to the study of artificial intelligence and narrative: authoring, the role of tangible computing in storytelling, and natural language processing. Finally, in what might be considered a first for AAAI symposia, the Symposium on Intelligent Narrative Technologies has been extended to a full three days to include an improvisational acting workshop for participants.

We hope to foster interactions with this symposium, among this highly interdisciplinary set of participants and to lay the groundwork for the acceleration of continued research in artificial intelligence that touches on - or addresses directly - narrative, story, and storytelling. We conclude this preface by extending our thanks to the members of the organizing committee of the AAAI Fall Symposium on Intelligent Narrative Technologies, the program committee and other submission reviewers, those who submitted papers, and all those who have encouraged and supported the symposium.

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