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CIRMA

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COMPUTATIONAL AND VISUAL REPRESENTATIONS OF DRAMATIC SITUATIONS

These last 15 years, we have been exploring an approach for computer-based interactive drama relying on deep narrative structures. In theory, it consists in modeling and authoring an abstract representation of a story that, when simulated, may produce a wide range of specific stories, according to the user's action as a character. In practice, even if we have developed one of the rare working systems for Interactive Drama (*IDtension*) and released a work based on it (*Nothing For Dinner*), structural writing appears difficult to achieve. We will present new efforts to make deep narrative structures more effective. The new model focuses on the notion of dramatic situations. Dramatic situations are both sufficiently abstract to enable narrative variations and meaningful for authors who produce content for a given interactive drama. The model is a work in progress, opened to corrections and improvements.

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