



Título: Improving Interactive Storytelling: Insights from Analysis on Play-By-Forum RPG Adventures .

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Resumo:

Advances in digital games surpass the limits of the manifest aspects computer audio and graphics. In this sense, modern games also demand high-quality experiences in terms of design and narrative. Studies on narratives, their structure, and aesthetic qualities go back to Aristotle and were recently amalgamated into the form of Interactive Storytelling (IS), which is a fairly active research field regarding the creative industry. Agency is a fundamental concept of IS with strong applications in gaming provided that agency allows players to influence how the narrative develops. Implementation of a nonlinear narrative in games is quite challenging, even leaving aside the delicate balancing required in game design (GD) concerning how players can actually perform roles in stories. Tabletop Role Playing Games (RPG) are usually successful in accomplishing tasks closely related to IS because a player called master controls the game in real time by providing situations, by taking complex decisions and even resorting to improvisation about how other players' actions drive narratives. In this work, we present an investigation on real-world RPG adventures played using internet forums as supporting platform. We carried out experimentation using natural language processing techniques to analyze text and metadata extracted from six adventures in order to obtain information that might be useful to reduce the gulf between the experiences provided by IS and tabletop RPG.

As far as we know, this is the first work adopting such a rich dataset expressing a spontaneous phenomenon absent from the influences of observation.

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