Interactive Storytelling and Emotions

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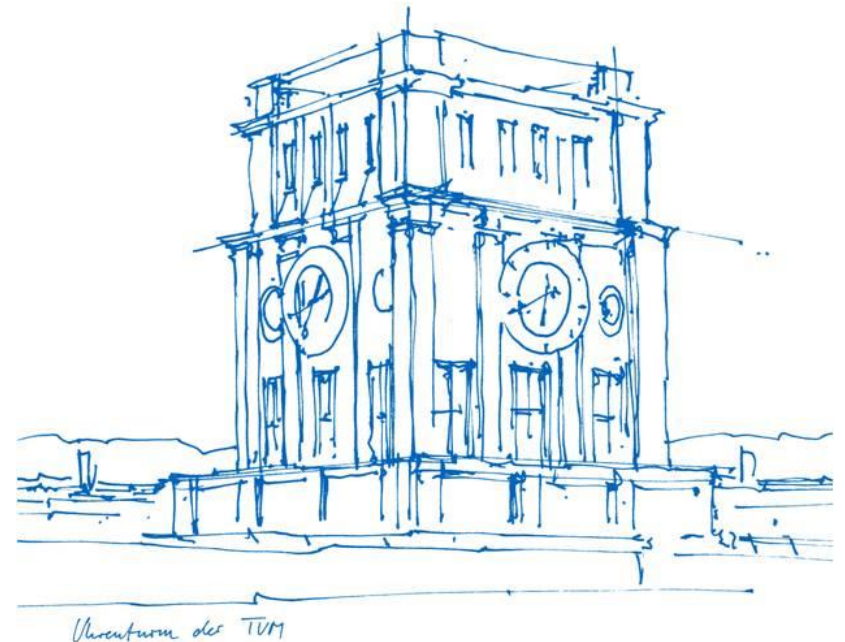
Technische Universität München

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Uhrenturm der TUM

Motivation

Humans are Storytellers

A new storytelling medium: Video Games

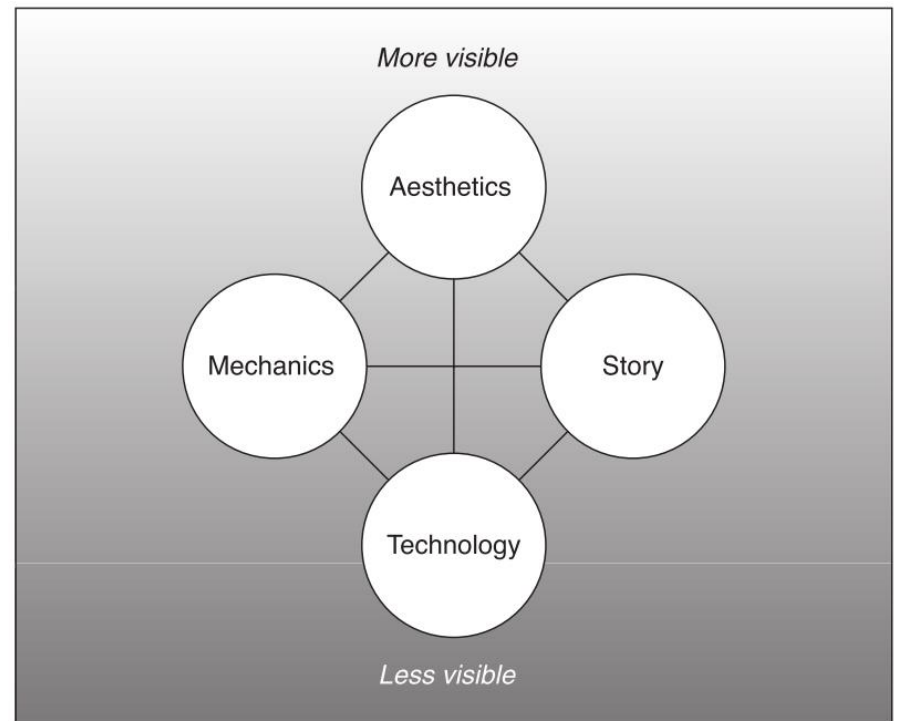How can we use them to tell stories and convey emotions?

Games

What are games?

What are their components?

How can players interact with games?

Can we use games to tell stories?

SCHELL, J. *The Art of Game Design A Book of Lenses.* 2. ed. Boca Raton, FL:CRC Press/Taylor & Francis Group, 2015, (p. 51)

Interactive Storytelling

What are stories and how can we use games to tell them?

What makes a story interactive?

Emotions

What are Emotions?

Why are Emotions important for humans?

Emotions

How can Emotions be modelled?

How can we detect and assign Emotions?

Can we adapt models of emotion for usage in games?

Emotions in Games

Why are emotions important for games?

How can we convey emotions in games?

Which components of a game can affect the player?

How can the player influence the game on in terms of emotion?

Goal

A system model for games that utilizes emotions

- Player actions, associated with emotions, as input

- An emotion engine that processes the input

- Output via game components, e.g. environment

Timeline

Research: ~ 22. March 2020

Writing: ~ 8. April 2020

Deadline: 15. April 2020