Procedural Generation of Video Game Narrative

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Team Sizes and Budgets

Geometric expansion of project complexity & staff

16-bit ($50K-$300K), Nintendo64 ($1M-$3M), Gamecube ($3M-$6M), First Next-Gen Pitch ($7M-$10M), "LAIR" - Initial ($12M-$15M), Actual AAA Next-Gen ($17M-$20M)
“Procedurally generating” video game content
What we want to do and why

- **Generate video game narrative**
  - To lessen the cost of video game development

- **Generate more suitable narrative**
  - To increase player satisfaction
  - To increase the replayability
How we want to do it

**Structure our narrative content**
- Using "Propp's Morphology of the Folktale"

**Motivate our generated narrative**
- By monitoring how the player behaves
- Delivering a narrative that suits the player
How we'll obtain our results

Apply our system to a game
○ We'll be using Neverwinter Nights 2

Conduct a study and ask users to:
○ Play two different versions of an NWN2 module
○ Fill in a questionnaire based on their experiences
What our results will provide

Analysing the questionnaire results will:
- Determine whether we achieved our original goals
- Conclude the usefulness of our system for players

We will also be able to determine:
- The cost-benefit of our system for developers
- Future applications and extensions of our system
Thank you for listening