Proposal of a Research Stay for the students of the École Normale Supérieure de Cachan:

TITLE: A Contribution to the Development of an Author Toolkit for Modeling Narrative Events and Non-Player Characters’ Behavior in Videogames

AREA: Interactive Digital Storytelling / Entertainment Computing

SUPERVISOR: Dr. Federico Peinado

DESCRIPTION:

Interactive Digital Storytelling (IDS) is a subfield of Entertainment Computing which explores new uses of information technologies for creating and experiencing interactive narratives (e.g. as in modern videogames as Heavy Rain, Alan Wake, etc.). Approaches have been developed for enriching non-player characters with intelligent behavior, combining narrative knowledge and user activity for generating interesting experiences when using interactive artifacts, and giving computing support to human designers in the complex authoring processes involved.

During this research stay, students will play an active role in our research group, taking part in the development of an author toolkit that has been planned as part of a new IDS architecture we are currently working on. The toolkit will support research on this topic by allowing the fast development of prototypes that simulate the internal logic of these interactive stories, its events and its characters. Basic skills in Java (Swing) and XML are required, and depending on the duration of the research stay (4.5 months vs. 6-8 weeks), the student will contribute on the design and the implementation of the general architecture, the data model and the GUI of the application or only on one of these parts.

Madrid, 21st January 2011

Signed: Peinado, F., Ph.D.