



Figure 1: User Interaction in the NetworkingING Demo: (1) users make changes to the network (here a user is shown adding a relationship); the user can then generate an episode using the current state of the social network (2); and view a visualization of it as a 3D animation using the Unreal[®] game engine (3).

alogues are generated by the system at run-time and passed through a text-to-speech system that synchronizes spoken utterances with characters' lip-synching.

3. USER INTERACTION CYCLE

User interaction with the system proceeds as shown in figure 1: first the user makes changes to the social network and then they can watch the visualization of “their” episode (a narrative generated on-the-fly using their input).

3.1 Interaction with the Social Network

The social network interface is shown in part (1) of Figure 1. Here the user is shown adding a relationship to the network (that Dr. Adams and Dr. Green are professional-rivals). This is achieved by selecting the characters of interest and the desired relationship label (shown with the large pointer toward the top of the figure). Once the user clicks on the “Add new relationship” button, the relationship arc is then added to the graphical representation of the network (as shown). If the user wishes to change an existing relationship then this is achieved by clicking on the relationship arc in the graph and then selecting a new relationship label from the menu (see [3] for the full classification of relationships).

3.2 Viewing of generated episode

In order to generate an episode the user first selects a narrative theme from a range of possibilities such as romantic, medical and so on. This selection is via the menu button, shown at the top of the figure. Then the user can select “Generate Episode” and a visualization of it will be shown to the audience of the demonstration (part (3) of the figure).

Since the episode can be viewed by more than just a single user, the visualization will highlight key dramatic events so that the types of relationships between characters can be clearly recognized by the demo audience at large. The

changes that the user has made to the social network impacts on the likelihood of different narrative events occurring. For example, if the user has set the relationship between characters to be antagonistic then the narrative is more likely to include confrontation between them, arguments, “ganging up” and so on.

4. SYSTEM PERFORMANCE

In the experiments reported in [3] run-time performance of the system was clearly demonstrated. The consequences of relatively small user changes to the social network were shown to have the potential to yield large changes across hundreds of narratives generated in our experiments.

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6. REFERENCES

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