Lecture 1: Class Introduction
CM 148

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Logistics

- Instructor: Kathleen Tuite
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  - Office hours: Wed 2:30-4:30 @ Owl’s Nest

- TA: April Grow
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  - Office hours: Mon 3:30-4:30, Tue 2:30-3:30 @ E2-393
Class Mechanics

- Syllabus: [https://classes.soe.ucsc.edu/cmpm148/Spring15/](https://classes.soe.ucsc.edu/cmpm148/Spring15/)

- Access to some readings requires that you sign into the syllabus with a course webpages username and password
  - Username: cmpm148
  - Password: OWJhM2I5

- We’ll be using googlegroups for class discussions
  - [cmpm148-spring15@googlegroups.com](mailto:cmpm148-spring15@googlegroups.com)
  - You should be invited via your UCSC email
  - Can request to have a different email added
Books

Required

- Expressive Processing
  - Noah Wardrip-Fruin
  - Digital Fictions, Computer Games, and Software Studies

Optional

- Creating Interactive Fiction with Inform 7
  - Aaron A. Reed
  - You are standing before the doors of Post. Open them and enter this small room. Touch the knob and a thin rusting lock will fall...
Grading

- 6 Assignments (30%)
- Take-home reading quizzes (10%)
- Inform Storyworld (20%)
- Midterm (20%)
- Final (20%)

- Late policy: 20% off per day late
Assignments

1. Make a game in Twine
2. Choose a game to play for 8 hours and answer questions
3. Play 3 Interactive Fiction games
4. Intro to Inform 7 project
5. Make a story grammar
6. Story authoring and planning
Creative Project

- Inform 7 Storyworld
- Write your own interactive fiction using the Inform IF engine
By the end of class

- Play games and critically examine how they handle interactive narrative
- Write your own games with new styles, new tools, new perspectives
- Study theoretical perspectives on story and interactivity
- Learn systems and frameworks that integrate the two
What is interactive narrative?

- Somehow combine “interactivity” and “story”
  - What is interaction?
  - What is story?

- The two terms seem to be in conflict

“I won't go so far as to say that interactivity and storytelling are mutually exclusive, but I do believe that they exist in an inverse relationship to one another...

Interactivity is almost the opposite of narrative; narrative flows under the direction of the author, while interactivity depends on the player for motive power...”

Ernest Adams in Gamasutra
The holy grail of interactive narrative?
The holy grail of interactive narrative?
Live in a storyworld
Holodeck features: responses from class

- Memory of what you said to other characters
- Boundaries aren’t immediately clear
- Actions should have an impact on the environment
- Realistic physics, unrealistic physics
- Tailored the person who’s using it
- Realistic haptic feedback
- Extensive prebuilt library of assets or ability to understand general concepts like “victorian london”
- Improvise when it needs to
- Natural language interaction
- Visually immersive – really looks like you’re there
Questions about the holodeck

- Are all holodeck experiences story?
- What are the limitations of a pure, first-person, realist perspective?
- Are there stories for which it is inappropriate (or at least unlikely) for the player to be the protagonist?
- Let’s look at other examples that have been called interactive stories
Example 1

![Choose Your Own Adventure book covers](image-url)
CYOA is still alive and well

HEAVY RAIN

PS3
PlayStation 3
Example 2
Example 3

ZORK I: The Great Underground empire
Copyright (c) 1981, 1982, 1983 Infocom, Inc. All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Revision 88 / Serial number 840726
West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.
>open mailbox
Opening the mailbox reveals a leaflet.
>read leaflet
(taken)
"WELCOME TO ZORK!

ZORK is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortals. No computer should be without one!"
>
Example 4
Example 5
Unpacking “interaction” and “narrative”

- First half of course will focus on understanding what we might mean by “narrative” and “interaction”

- Given the previous examples, how can we move beyond spouting opinions towards having a more deeply informed understanding of interactive storytelling

- To many of you, this first half of the course may feel like a humanities class
  - But having a deeper understanding of storytelling and designing for interaction is necessary for understanding technical approaches
Systems of Storytelling (AI and Story)

- Story Generation
- Story Understanding
- Drama Management
- Autonomous Characters

Still lots of room for innovation!
Urga was a great warrior, and this song tells of her adventure. Urga defeated a golem, then she battled a sphinx, then she went home to read a book.

Fox was a great baker, and this song tells of his adventure. Fox folded dough, then he folded dough, then he went home to read a book.
Authoring Tools and Visualizations

selected symbol: afraid of dark (because theme "childhood trauma" is active)

socket type: global

socket type: level specific

selected symbol: creative (at random; no matches for active themes)

Unused global symbols

Unused level-specific symbols

socket type: fixed (lonely)
Interactive Drama

Plot structure

- Exposition
- Inciting incident
- Rising action
- Crisis
- Climax
- Falling action
- Denouement

Characters

- Personality
- Emotion
- Self motivation
- Change
- Social relationships
- Consistency
- Illusion of life
Planning and Schrödinger’s Gun

- (The Dark Night) Joker has kidnapped Rachel and Harvey, tells Batman the two kidnapping locations. Author goal: Rachel dies.
- Wherever Batman decides to go, Rachel is NOT there, and doesn’t get saved.
Chapter 1
“Lord Burleigh's Kiss”

Answer online quiz questions before next class

Star Trek Voyager
Clips of Janeway’s Holonovel
https://www.youtube.com/watch?v=UA2kXgv4Ai4
Assignment #1: Make a game in Twine

- Let’s play a quick one from this ongoing Twiny Jam
  - [https://itch.io/jam/twiny](https://itch.io/jam/twiny)
- Theme: *change*
- Requirements:
  - $\geq 10$ passages
  - Use twine scripting to manage state variables
  - Exercise concepts we’ll learn about *story* later this week
- Due Monday, April 6
Class Summary

- Going to learn to wrangle interactive narrative
- Going to play games, make games, read stuff, write stuff, think about stuff!
- Read for next class:
  - Ch. 1 of Murray’s Hamlet on the Holodeck
  - Fill out online quiz questions by Wednesday, April 1
- Assignment #1:
  - Make a game in Twine
  - Theme: Change
  - Due next Monday, April 6 at beginning of class
Let’s play

EXTRASOLAR