

MyDramatisFabrica : Using Ontologies for Directing Interactive Drama

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Context

The general context for this Master's thesis is interactive drama – ie using 3-D computer graphics and 3-D animation for telling and showing stories [1,2,3]. One important requirement in such applications is to establish a relationship between named entities in the story (characters, objects, places and events) and objects in the 3-D scene (3-D meshes and 3-D animations). Establishing this relationships makes it possible to direct virtual actors in pseudo-natural language [4] which is a powerful and promising approach for interactive drama.

Objectives

Following a methodology previously developed for teaching human anatomy [5,6], the goal of the thesis will be to build a prototype system for naming objects and events in a 3-D scenes and classifying them according to existing ontologies of drama, choreography and virtual worlds [7,8,9]. The prototype will be validated with a small number of story examples, where the named entities in the story can be assigned to 3-D objects and events in the 3-D scene and presented to the user to illustrate the story.

In classical drama, the *dramatis personæ* (Latin: "persons or characters of the drama") is a phrase used to refer collectively, in the form of a list, to the main characters in a dramatic work. For the purpose of this thesis, we will generalize the concept to all elements of the drama, including places, objects and events.

The thesis will use an existing interactive drama prototype which is being developed by the Imagine team using the Blender 3D Game Engine (BGE).

Keywords

Interactive fiction, interactive drama, ontologies, virtual actors.

References

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