Narrative play a central role in our communication, entertainment, and learning. Emerging applications of artificial intelligence have the potential to revolutionize the way we use technology to communicate, entertain and educate. This course will explore technologies for generation, management, and execution of stories in virtual worlds and computer games.

Topics include:
• Narrative theory
• Story generation
• Interactive storytelling
• Procedural game narratives
• Synthetic characters
• Camera control

Course will involve readings, discussion, in-class participatory exercises, and a project work.

Prerequisites: A course in Introductory AI or advanced AI or game AI. Advanced undergraduates welcome; please contact instructor.