

# The Authoring Challenge in Interactive Storytelling

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**Abstract.** Artificial Intelligence methods open up new possibilities in interactive storytelling, enabling the creation of believable characters with rich personalities and emotions, interactive story systems that incorporate player interaction into the construction of dynamic plots, and story generation systems that capture large and well-formed collections of potential stories. The goal of these approaches is not to replace human authorship, but rather to move human authorship to a meta-level, and thus to support a richness and depth of player interaction that is not otherwise possible. However, there are significant authoring challenges in creating AI-based interactive stories. This talk will describe current research efforts to support authors in telling stories in this new medium.

## Biography

Michael Mateas's research in AI-based art and entertainment combines science, engineering and design into an integrated practice that pushes the boundaries of the conceivable and possible in games and other interactive art forms. He is currently a faculty member in the Computer Science department at UC Santa Cruz, where he holds the MacArthur Endowed Chair and co-directs the Expressive Intelligence Studio. With Andrew Stern, Michael released *Façade*, the world's first AI-based interactive drama. His current research interests include game AI, particularly character and story AI, intelligent authoring support for interactive experiences, and procedural content generation, including game generation. Michael received his Ph.D. in Computer Science from Carnegie Mellon University.