

# From a Winter's Night to a Dragon Age

Alex Whittaker

We R Interactive, 13-19 Vine Hill  
EC1R 5DW, London  
alexw@werinteractive.com

**Abstract.** Interactive storytelling has been present at the heart of digital entertainment media for over thirty years, however the breadth of its narrative scope has remained stifled. As computational boundaries are eased, so are many of the perceived technical obstacles to generated narrative content. Furthermore, there is a sense that notable commercial successes are thawing the professional bias towards authored content. Powerful tools that permit vast and complex worlds to be built have mined gameplay in the sandbox genre. With much of the content generated procedurally the designers have still maintained a strong authorial voice. Presenting similar solutions within the narrative scope can win further converts provided that they are sensitive to the commercial requirements. In this presentation we will explore what the digital entertainment industry has done in the field of interactive storytelling, explore where successes might be reinforced and imagine what it might achieve in the immediate future.

## Biography

Alex Whittaker completed a BSc in Genetics at UCL in 1989, he then moved into bioinformatics working with the Cancer Research UK and then Glaxo SmithKline. He completed an AMSc in Artificial Intelligence at QMUL in 1998 and then moved into the games industry working first with Sony Psygnosis on Playstation titles. He went on to work with several other developers including a significant amount of time with Eidos on the Championship Manager franchise. Alex has maintained a strong interest in games and interactive storytelling and is now working in that field for WeRInteractive.