Cinematic replay of interactive drama

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Context

Interactive drama [1,2,3] are computer-based fictions where a user chooses actions for the main character. As a result, each session tells a "different story". Visually, the story is usually presented in a first-person view for the user/player, which facilitates interaction.

Objectives

In this master's thesis, we would like to recompose a movie (cinematic replay) after a session of interactive narrative, showing that same story again, this time from a third person view.

To reach that goal, the candidate will review current research in narrative theory [4,5] and interactive drama [6,7] and study the requirements for staging and editing the actions in an interactive drama session into a movie [8,9]. Based on this theoretical investigation, a prototype implementation will be proposed on top of an existing framework [10].

The Master thesis will be supervised by Nicolas Szilas at University of Geneva and Remi Ronfard at INRIA Grenoble, and is expected to lead to a PHD thesis on the topic of interactive movie-making, with the more ambitious goal of generating interactive narratives in real-time 3D animation.

For this thesis, we are looking for candidates with a strong background in mathematics and graphics programming, and an interest in narrative theory and movie-making.

This topic is expected to lead to a phd thesis on the topic of third-person interactive drama.

References

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