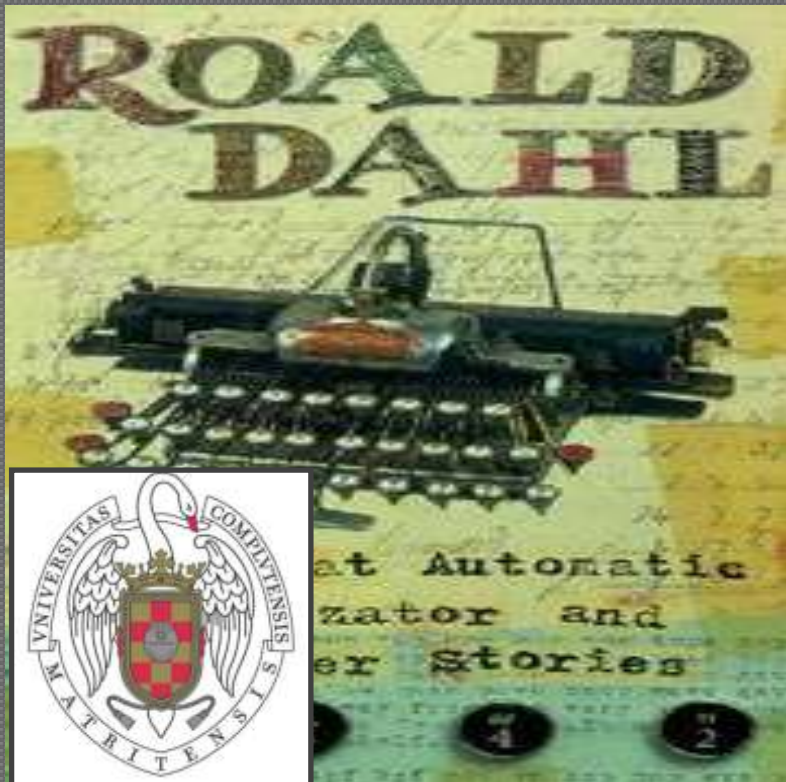


# Generación de historias



Nuevas Tecnologías para la  
Narración Digital Interactiva  
Primera Edición – Curso 2010/2011

Grupo de Investigación NIL  
[nil.fdi.ucm.es](http://nil.fdi.ucm.es)

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# Profesor

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- Doctor Europeo (UCM 2010)
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# Introducción

---

Existirá Inteligencia Artificial cuando no seamos capaces de distinguir entre un ser humano y un programa de computadora en una conversación

# ¿Qué hace la IA?

- ◉ La IA no sólo es algoritmos de búsqueda



# Historias generadas (I)

---

John Bear is somewhat hungry. John Bear wants to get some berries. John Bear wants to get near the blueberries. John Bear walks from a cave entrance to the bush by going through a pass through a valley through a meadow. John Bear takes the blueberries. John Bear eats the blueberries. The blueberries are gone. John Bear is not very hungry.

# Historias generadas (II)

---

Once upon a time there was a Lady of the Court named Jennifer. Jennifer loved a knight named Grunfeld. Grunfeld loved Jennifer. Jennifer wanted revenge on a lady of the court named Darlene because she had the berries which she picked in the woods and Jennifer wanted to have the berries. Jennifer wanted to scare Darlene. Jennifer wanted a dragon to move towards Darlene so that Darlene believed it would eat her. Jennifer wanted to appear to be a dragon so that a dragon would move towards Darlene. Jennifer drank a magic potion. Jennifer transformed into a dragon. A dragon moved towards Darlene. A dragon was near Darlene.

# Historias generadas (III)

---

King Mamoud controls the genie with the magic lamp. King Mamoud uses the magic lamp to command the genie to make Jasmine love him. The genie wants Jasmine to be in love with King Mamoud. The genie casts a spell on Jasmine making her fall in love with King Mamoud. Jasmine is madly in love with King Mamoud. Jasmine wants to marry King Mamoud. The genie has a frightening appearance. The genie appears threatening to Aladdin. Aladdin wants the genie to die. Aladdin slays the genie. King Mamoud and Jasmine wed in an extravagant ceremony. The genie is dead. King Mamoud and Jasmine are married. The end.

# Historias generadas (IV)

---

At the defense, Dave thought that he eloquently summarized Chapter 3 of his dissertation. There were two questions, one from Professor Rodman and one from Dr. Teer; Dave answered both, apparently to everyone's satisfaction. There were no further objections. Professor Rodman signed. He slid the tome to Teer; she too signed, and then slid it in front of Hart. Hart didn't move. "Ed?" Rodman said. Hart still sat motionless. Dave felt slightly dizzy. "Edward, are you going to sign?" Later, Hart sat alone in his office, in his big leather chair, underneath his framed PhD diploma.



# Historias generadas (V)

---

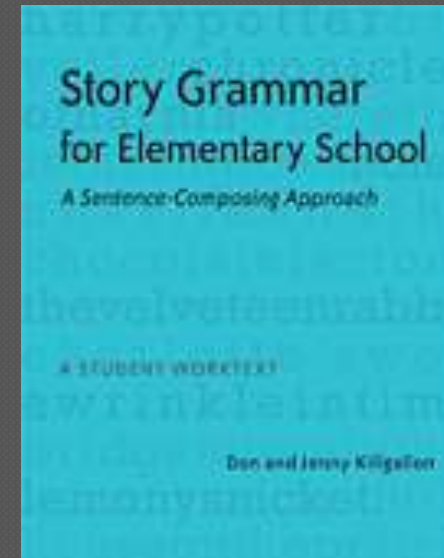
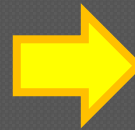
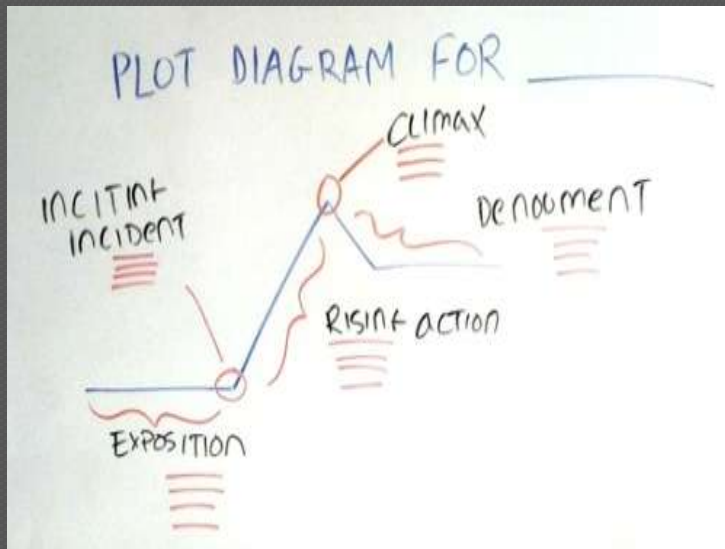
Once upon a time... the swan-geese fell in the trap of the king. The frog used a magic spell against the witch. The king scared somebody. Others and the knight heard about the witch. The swan-geese used a magic spell against the lioness. The king heard something. The swangeese heard about the king. The little boy shared information with somebody. The little boy said to go outside. Not went outside. The lioness departed with the frog. The king fell in the trap. The lioness enchanted somebody. The lioness went outside.

# El proceso

---

- ⦿ ¿Cómo se generan historias?
  - Programando
- ⦿ ¿Qué modelos existen?
  - Orientado a personajes
  - Orientado a tramas
- ⦿ ¿Qué lenguaje?
  - Cualquiera

# Generación con tramas



# Algoritmo con tramas

---

**historia** = intro + desarrollo + desenlace

**intro** = presentación + conflicto

**desarrollo** = búsqueda + clímax

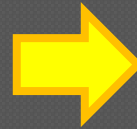
**desenlace** = solución + final

**presentación** = aragorn era...

**conflicto** = asesinato o enamoramiento...

**clímax** = gran batalla...

# Generación con personajes



# Algoritmo con personajes

---

```
aragon = Warrior (+15 ataque, +5 guapo)
```

```
arwen = Elf (+1 ataque, +10 guapa)
```

```
personajes = [aragorn, arwen]
```

```
while personajes.separados:  
    for p in personajes:  
        p.actuar
```

```
class Personaje:  
    def actuar:  
        if orc.near:  
            attack(orc)  
            save(p + 'attacks orc!')
```

# Problemas y desafíos

---

- ⦿ Representación del conocimiento
  - ¿Cómo represento a los personajes?
  - ¿Cómo sé cuándo algo es clímax o cuándo es intro?
  - ¿Cómo voy guardando la historia según genero=
- ⦿ Cantidad de historias generadas
- ⦿ Calidad de las historias

# Ejercicio práctico (I)

---

## ◉ ¿Por qué no hacer un **generador de historias?**

- Cualquier cosa vale:
  - Orientado a historias
  - Orientado a personajes
- Lo importante es que genere:
  - Historias
  - Muchas



# Ejercicio práctico (II)

---

- ⦿ Hacer un generador es un **muy difícil**
  - Primero pensar planteamiento
  - Después proponerlo (campus, correo, en persona)
  - Recibir consejos
  - Programar
- ⦿ Sin ambición
  - algo pequeño y simple
- ⦿ Pero con originalidad
  - así es más divertido

# Referencias

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- ◉ TaleSpin (Meehan)
- ◉ Author (Dehn)
- ◉ Universe (Lebowitz)
- ◉ MINSTREL (Turner)
- ◉ Joseph (Lang)
- ◉ Brutus (Bringsjord, Ferrucci)
- ◉ MEXICA
- ◉ Fabulist (Riedl)
- ◉ Protopropp (Peinado)
- ◉ stella (León)

# Gracias



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