CSC582: Computational Models of Interactive Narrative

In this course we examine the use of intelligent systems to control interaction within virtual worlds, focusing on the computational modeling of narrative as a primary organizing principle for that interaction. Class format is a combination of seminar and lecture, drawing from texts at the intersections of artificial intelligence, cognitive psychology, multi-agent systems, computational linguistics, user interface design, narrative and film theory and sociology.

The course is taught by Dr. R. Michael Young.

Tenative course syllabus for Spring 2015 can be found here.

Course time and location: During the Spring 2015 semester, the course is taught every Friday from 12:50 to 3:30 in E=B2 1226.

Michael's office hours for Spring 2015 are still TBD or by appointment.

TA: Mr. Justus Robertson.

TA's office hours: Justus' office hours are still TBD as well, though he's also available by appointment.