Projects by Topic

Project descriptions are organized below by topic. Individual systems produced by each project are linked from the respoective project text. If you're looking for list of projects by name, you can find that here . An index of all the systems we've build can be found here , and a list of all publications on the work described below is available
here
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Cloud-based intelligent control of computer games and virtual worlds

Automated camera control in 3D environments

Computational models of narrative and narrative understanding

Interactive narrative

Intelligent control of game-based learning environments

Systems and methods to create game-based cinematics

Natural language generation

Tools for the development of games and game AI

AI + Cloud

back to top

Cloud-based services for powerful AI algorithms hold the promise of revolutionizing gameplay in

Mimesis (ended 2005)

Zocalo (ongoing)

Zuzen (ongoing)

Automated Camera Control

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Intelligent control of a camera in 3D spaces can automatically generate cinematics that clearly ar

The Intelligent Cinematography Homepage

Darshak (ongoing)

Zuzen (ongoing)

Longboard (ended 2008)

Afterthought (ended 2009)

Narrative Structure and Comprehension

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At the core of our work lies new computational models of narrative, its struture and how people l

The Narrative Structure and Comprehension Homepage

CIRCUS (ongoing)

IPOCL (ended 2006)

Fabulist (ended 20060

Interaction in Automatically Generated Narratives

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The creation of interactive experiences within an unfolding story requires the crafting of sto

The Interactive Narrative Homepage

Mimesis (ended 2005)

Narrative Affordance (ongoing)

Narrative Mediation (ongoing)

Games and Learning

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Computer games are learning machines, whether targeted at entertainment, education or some

Annie (ongoing)

FixIt (ongoing)

Machinima

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Machinima, short films or cinematics filmed using a game engine's 3D virtual environment, are

Afterthought (2009)

Longboard (ended 2008)

Zuzen (ongoing)

Natural Language Generation

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Computational models of natural language discourse provide insight in to formal models of

Longbow (ongoing)

Intelligent Game Tools

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Building intelligent systems into games and game engines provides compelling new functionali

Bowman (ongoing)

Boyer (ended 2009)

Longboard (ended 2008)

Zocalo (ongoing)