

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01

Projects by Topic

Project descriptions are organized below by topic. Individual systems produced by each project are linked from the respective 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](#)



Cloud-based intelligent control of computer games and virtual worlds



Automated camera control in 3D environments

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01



Computational models of narrative and narrative understanding



Interactive narrative



Intelligent control of game-based learning environments

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01



Systems and methods to create game-based cinematics



Natural language generation



Tools for the development of games and game AI

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01

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

[*back to top*](#)

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

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01

The Intelligent Cinematography Homepage

[Darshak](#) (ongoing)

Zuzen (ongoing)

Longboard (ended 2008)

[Afterthought](#) (ended 2009)

□

Narrative Structure and Comprehension

[back to top](#)

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

The Narrative Structure and Comprehension Homepage

CIRCUS (ongoing)

IPOCL (ended 2006)

[Fabulist](#) (ended 2006)

Interaction in Automatically Generated Narratives

[back to top](#)

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

[back to top](#)

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

[Annie](#) (ongoing)

[FixIt](#) (ongoing)

Machinima

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01

[back to top](#)

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

[back to top](#)

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

[Longbow](#) (ongoing)

Intelligent Game Tools

□

[back to top](#)

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

Bowman (ongoing)

[Boyer](#) (ended 2009)

Projects By Topic

Written by Administrator

Sunday, 21 February 2010 22:47 - Last Updated Wednesday, 22 February 2012 00:01

Longboard (ended 2008)

Zocalo (ongoing)