

Posudek diplomové práce

Matematicko-fyzikální fakulta Univerzity Karlovy

Autor práce Denis Iudin
Název práce Procedural Generator of Short Detective-like Stories
Rok odevzdání 2023
Studijní program Informatika **Studijní obor** Počítačová grafika a vývoj počítačových her

Autor posudku Mgr. Jakub Gemrot, Ph.D. **Role** Vedoucí
Pracoviště KSVI

Text posudku:

Submitted thesis deals with the procedural generation of interactive stories (PGIS) and student submitted it for the second time. The text was reflowed and complemented according to the feedback. Student also submitted the result software and complemented it with generated documentation as well as a few example outputs he generated with the software. Student addressed most of my feedback from the first defence except he did not realise an experiment with humans to evaluate generated stories.

From the text, it is apparent that the student spent a long time researching the topic and implementing the system. The proposed architecture is sound, though the quality of the result depends on encoding protagonist's actions and specifying the environment of the story through PDDL files. As such, the result software is rather prototypical in nature, allowing for generation of a fixed story set. The tool is somewhat hard to configure correctly to yield sought results. I was able to use it to generate two stories, which I was able to load and play using Twine online. I have not tried a generation complemented with the OpenAI DaVinci model for writing texts for respective beats of the story.

The first story was of fantasy setting in the spirit of the Dragon Age game; as I am familiar with the game I was able to subjectively compare the result story with high-level story beats of the game and they did feel similar. The second detective story has been incoherent, where I as a player have been dying a lot. The same holds for the pregenerated detective story with OpenAI texts attached to these where the player can die after their first action, which is rather uninteresting. Even though this matches the thesis goal only partially (“to procedurally generate a consistent and believable narrative which adapts to the actions of the player in an interactive environment”), I still recommend the thesis for defence.

My questions for the defence:

1. If the OpenAI model is used, how are the prompts structured given the output of the generator? I have not found enough information about this process in the text.
2. What steps are required to create a generator for a completely new story, e.g., The Lord of the Rings themed?

Práci doporučuji k obhajobě.

Práci nenavrhují na zvláštní ocenění.

Pokud práci navrhuje na zvláštní ocenění (cena děkana apod.), prosím uveďte zde stručné zdůvodnění (vzniklé publikace, významnost tématu, inovativnost práce apod.).

Datum 25.8.2023

Podpis