

## References

- AARNE, A. **The Types of the Folktale**: A Classification and Bibliography. Translated and Enlarged by Thompson, S. 2nd rev. ed. Helsinki: Suomalainen Tiedeakatemia / FF Communications, 1961.
- AARSETH, E. **Cybertext**: Perspectives on Ergodic Literature. John Hopkins University Press, 1997.
- APPERLEY, T. Genre and game studies: Toward a critical approach to video game genres. In: **Simulation & Gaming**, ISAGA, v. 37, n. 1, p. 6, 2006.
- ARISTOTLE. **Arte Poética**. Tradução: Pietro Nasseti. Martin Claret, Brazil, 2004.
- ARISTOTLE. *Poetics*. In: **Classical Literary Criticism**. P. Murray & al (tr.), Penguin, 2000.
- AYLETT, R.; LOUCHART, S.; DIAS, J.; PAIVA, A.; VALA, M.; WOODS, S.; HALL, L. Unscripted narrative for affectively driven characters. In: **IEEE Computer Graphics and Applications**, 26(4) 42-52, 2006.
- AYLETT, R. Narrative In Virtual Environments: Towards Emergent Narrative. In: Working notes of the Narrative Intelligence Symposium, 1999.
- BAL, M. **Narratology**. Toronto: University of Toronto Press, 1997.
- BARBAROS, B. Requirements Analysis of Presence: Insights from a RPG Game. In: **ACM Computers in Entertainment (CIE)**, Volume 7, Issue 1, 2009.
- BARBER, H.; KUDENKO, D. Generation of dilemma-based interactive narratives with a changeable story goal. In: Proceedings of the 2nd International Conference on INtelligent TEchnologies for interactive enterTAINment - 08, Cancun, Mexico, 2008.
- BARBER, H.; KUDENKO, D. Dynamic Generation of Dilemma-based Interactive Narratives". In: Proceedings of the 3rd AI for Interactive Digital Entertainment Conference, Stanford, USA, 2007.
- BARBER, H.; KUDENKO, D. A user model for the generation of dilemma-based interactive narratives". In: Proceedings of AIIDE'07 Workshop on Optimising Player Satisfaction, Stanford, USA, 2007.
- BARTLE, R. Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs, 1996. Available at URL: <http://www.mud.co.uk/richard/hclds.htm> (last accessed in: 26-Feb-2009).

BASS, L.; CLEMENTS, P.; KAZMAN, R. **Software Architecture in Practice**. SEI Series on Software Engineering, Addison Wesley, USA, 2003.

BATES, J. The Role of Emotion in Believable Agents. In: **Communications of the ACM** 37(7): 122-125, 1992.

BATES, J.; LOYALL, A.; REILLY, W. Integrating Reactivity, Goals, and Emotion in a Broad Agent. Pittsburgh, USA, 1992.

BATES, J.; et al. Edge of Intention. In: **AAAI-92 AI-based Arts Exhibition** (catalog). San Jose, USA, July 14-16, 1992.

BATES, J.; LOYALL, B.; REILLY, S. An Architecture for Action, Emotion, and Social Behavior. Pittsburgh, Carnegie Mellon University, 1992.

BATINI, C.; CERL, S.; NAVATHE, S. **Conceptual Design - an Entity-Relationship Approach**. Benjamin Cummings, 1992.

BENEDETTI, R. **Actor at Work**. Englewood Cliffs: Prentice-Hall, 1994.

BOORSTIN, J. Making Movies Work: Thinking Like a Filmmaker. Silman-James Press, 1990.

BOOTH, W. **A Rhetoric of Irony**. University of Chicago Press, 1974.

BORGSTROM, R. Structure and meaning in role-playing game design. In: **Second Person: Role-Playing and Story in Games and Playable Media**, Harrigan, P.; Wardrip-Fruin, N. (eds) MIT Press, 2007.

BURKE, K. **A Grammar of Motives**. University of California Press, 1969.

CAMPBELL, J. **The hero with a thousand faces**. Princeton University Press, USA, 1968.

CAMANHO, M. M.; CIARLINI, A. E. M.; FURTADO, A. L.; POZZER, C. T.; FEIJÓ, B. A Model for Interactive TV Storytelling. In: Proceedings of the Brazilian Symposium on Games and Interactive Entertainment - SBGAMES 2009, Rio de Janeiro, Brazil, 2009.

CAMANHO, M. M.; CIARLINI, A. E. M.; FURTADO, A. L.; POZZER, C. T.; FEIJÓ, B. Conciliating Coherence and High Responsiveness in Interactive Storytelling. In: Proceedings of ACM DIMEA 2008, Greece, 2008.

CASANOVA, M. A.; BARBOSA, S. J.; BREITMAN, K. K.; FURTADO, A. L. Generalization and blending in the generation of entity-relationship schemas by analogy". In: Proceedings of the 10th International Conference on Enterprise Information Systems (ICEIS), Barcelona, 2008.

CASELLA, P.; PAIVA, A. MAgentA: An Architecture for Real Time Automatic Composition of Background Music. In: Proceedings of the Third International Workshop on Intelligent Virtual Agents, pp.224-232, September 10-11, 1991.

CAVAZZA, M.; CHARLES, F.; MEAD, S. Character-Based Interactive Storytelling. In: **Intelligent Systems**, Special issue on AI in Interactive Entertainment, 17(4):17-24, IEEE Press, 2002.

CHANDLER, D. **Semiotics: The Basics**. Routledge, 2002.

CHATMAN, S. (1978) **Story and Discourse: Narrative Structure in Fiction and Film**. Cornell: Cornell University Press, USA, 1978.

CIALDINI, R. B. **Influence: Science and Practice**. 4th edition, Massachusetts: Allyn and Bacon, USA, 2001.

CIARLINI, A. E. M.; BARBOSA, S. D. J.; CASANOVA, M. A.; FURTADO, A. L. Event Relations in Plan-Based Plot Composition. In: **ACM Computers in Entertainment**, Vol. 7, No 4, 2009.

CIARLINI, A. E. M.; POZZER, C. T.; FURTADO, A. L.; FEIJÓ, B. A logic-based tool for interactive generation and dramatization of stories. In: Proceedings of ACM SIGCHI International Conference on Advances in Computer Entertainment Technology - ACE, Valencia, Spain, 2005.

CIARLINI, A.; VELOSO, P.; AND FURTADO, A. A Formal Framework for Modelling at the Behavioural Level. In: Proceedings of the tenth European-Japanese Conference on Information Modelling and Knowledge Bases, Saariselkä, Finland, 2000.

CIARLINI, A. **Geração Interativa de Enredos**. PhD Thesis. Informatics Department, PUC-Rio, Rio de Janeiro, Brazil, 1999.

CODD, E. F. Relational completeness of data base sublanguages. In: **Database Systems**, R. Rustin, ed., Prentice-Hall, 1972.

COHEN, P.R.; LEVESQUE, H.J. Intention is Choice with Commitment. In: **Artificial Intelligence** 42, 1990.

COOK, M. The Game Master and the Role-Playing Game Campaign. In: **Third Person: Authoring and Exploring Vast Narratives**, Harrigan, P.; Wardrip-Fruin, N. (eds) MIT Press, 2009.

CRAWFORD, C. Deikto: A Language for Interactive Storytelling. In **Second Person: Role-Playing and Story in Games and Playable Media**, Harrigan, P.; Wardrip-Fruin, N. (eds) MIT Press, 2007.

CRAWFORD, C. **Chris Crawford on Interactive Storytelling**. New Riders Games, USA, 2004.

CRAWFORD, C. Assumptions underlying the Erasmatron storytelling system. In: Working Notes of the 1999 AAAI Spring Symposium on Narrative Intelligence, 1999.

CULLER, J. **Literary Theory: a Brief Insight**. Sterling, 2009.

CULLER, J. **On Deconstruction**. Cornell University Press, 1983.

DANNENBERG, R.; BATES, J. A Model for Interactive Art. In: Proceedings of the Fifth Biennial Symposium for Arts and Technology, Connecticut College, pp 102-111, 1995.

DEHN, N. Story generation after TALE-SPIN. In: Proceedings of the 7th International Joint Conference on Artificial Intelligence, pp. 16-18, 1981.

DODSWORTH, C. **Digital Illusion: Entertaining the Future with High Technology**. McGraw-Hill, 1997.

DUNDES, A. Binary Opposition in Myth: The Propp/Lévi-Strauss Debate in Retrospect. In: **The meaning of Folklore: the Analytical Essays of Alan Dundes**. pp 154-163, Dundes, A., Bronner, S.J. (eds). Utah State University Press, 2007.

EGRI, L. **The Art of Dramatic Writing: Its Basis in the Creative Interpretation of Human Motives**. New York: Simon and Schuster, USA, 1960.

EL-NASR, M. S. Interaction, Narrative, and Drama Creating an Adaptive Interactive Narrative using Performance Arts Theories. In: **Interaction Studies**, Vol. 8, No. 2, 2007.

EL-NASR, M. S. et al. Dynamic Lighting for Tension in Games. In: **Game Studies Journal**, Vol. 7, No. 1, 2006.

EL-NASR, M. S. A user-centric adaptive story architecture: borrowing from acting theories. In: Proceedings of the International Conference on Advances in Computer Entertainment Technology - ACE 2004, Singapore, 2004.

FAIRCLOUGH, C.; CUNNINGHAM, P. **A Multiplayer Case Based Story Engine**. Technical Report TCD-CS-2003-43, CS Department, Trinity College Dublin, Dublin, Ireland, 2003.

FAUCONNIER, G.; TURNER, M. **The Way We Think**. New York: Basic Books, 2002.

FIELD, S. **Screenplay: The Foundations of Screenwriting**, 1982.

FIKES, R. E.; NILSSON, N. J. STRIPS: A new approach to the application of theorem proving to problem solving. In: **Artificial Intelligence 2**, 1971.

FURTADO, A. L. **A four-sided view of plot composition**. Monografias em Ciência da Computação Series (MCC 23/09), ISSN 0103-9741, Depto de Informática/PUC-Rio, Rio de Janeiro, Brazil, 2008.

FURTADO, A. L.; CASANOVA, M. A.; BREITMAN, K. K.; BARBOSA, S. D. J. A Frame Manipulation Algebra for ER Logical Stage Modelling. In: Proceedings of the 28th International Conference on Conceptual Modeling, Gramado, Brazil, 2009.

FURTADO, A. L.; CASANOVA, M. A.; BARBOSA, S. D. J.; BREITMAN, K. K. Analysis and Reuse of Plots using Similarity and Analogy. In: Proceedings of the 27th International Conference on Conceptual Modeling (ER), 2008.

FURTADO, A. L.; CIARLINI, A. E. M. Constructing Libraries of Typical Plans. In: Proceedings of the 13th International Conference on Advanced Information Systems Engineering, pp 124-139, 2001.

FURTADO, A.; CIARLINI, A. The Plan Recognition / Plan Generation Paradigm. In: **Information Systems Engineering: State of the Art and Research Themes - Solvberg, A., Brinkkemper, S., Lindencrona, E. (eds.), Springer, 2000.**

GARLAN, D.; SHAW, M. **An Introduction to Software Architecture**. Technical Report CMU/SEI-94-TR-21, CMU Software Engineering Institute, USA, 1994.

GLASSNER, A. **Interactive Storytelling: Techniques for 21st Century Fiction**. AK Peters, 2004.

GRATCH, J.; MARSELLA, S. A domain independent framework for modelling emotion. In: **Journal of Cognitive Systems Research**, 5(4):269-306, 2004.

GUERRA, F. W. **Engenharia de Estórias**. Masters Dissertation. Depto de Informática, Pontifícia Universidade Católica do Rio de Janeiro, Rio de Janeiro, Brazil, 2008.

HARING, L. The Types of International Folktales: A Classification and Bibliography. Based on the System of Antti Aarne and Stith Thompson (*review*). In: **Marvels & Tales**, Volume 20, Number 1, pp. 103-105, 2006.

HOWARD, J. **Quests: Design, Theory, and History in Games and Narratives**. AK Peters, 2008.

HOWARD, D.; MABLEY, E. **The Tools of Screenwriting: A Writer's Guide to the Craft and Elements of a Screenplay**, 1995.

HUIZINGA, J. **Homo Ludens**. Translation: João Paulo Monteiro. Perspectiva, Brazil, 2001.

IZARD, C. E. **The psychology of emotions**. New York: Plenum Press, USA, 1991.

KANTROWITZ, M.; BATES, J. Natural Language Text Generation in the Oz Interactive Fiction Project. In: **Aspects of Automated Natural Language Generation**, Volume 587 of Lecture Notes in AI, Dale, R., Hovy, E., Rosner, D., and Stock, O. (eds.), pp. 13-28. Springer-Verlag, 1992.

KARLSSON; B. FURTADO, A. L. Conceptual Model and Extended System for Digital Interactive Storytelling Supported by Plan Generation and Recognition. Unpublished manuscript, 2010.

KARLSSON; B. FURTADO, A. L. Towards a Unified System for Author and Player Interaction in Generative Storytelling. Unpublished manuscript, 2010.

KARLSSON, B.; FURTADO, A. L. **PMA - A Plot-Manipulation Algebra**. Monografias em Ciência da Computação Series (MCC 01/09), PUC-Rio, Brazil, 2009.

KARLSSON, B.; BARBOSA, S. D. J.; FURTADO, A. L.; CASANOVA, M. A. A Plot-Manipulation Algebra to Support Digital Storytelling. In: Proceedings of the 8th International Conference on Entertainment Computing (ICEC 2009). **Lecture Notes in Computer Science - Entertainment Computing ICEC 2009**, v. 5709/2009, pp. 132-144, Springer, 2009.

KARLSSON; B., GUERRA F. W.; FURTADO, A. L. **On the Craft of Interactive Stories**. Monografias em Ciência da Computação Series (MCC 36/09), PUC-Rio, Brazil, 2009.

KARLSSON, B.; CIARLINI, A.; FEIJÓ, B.; FURTADO, A. L. Applying the Plan-Recognition / Plan-Generation Paradigm to Interactive Storytelling. In: Proceedings of ICAPS06 Workshop on AI Planning for Computer Games and Synthetic Characters, Lake District, UK, 2006.

KARLSSON, B. et al. Improving the Scene: Extending LOGTELL to Support a Plan-recognition / Plan-generation Paradigm. In: Proceedings of the 5th Brazilian Symposium on Computer Games and Digital Entertainment, Recife, Brazil, 2006.

KARLSSON, B. **Um middleware de inteligência artificial para jogos digitais**. Masters thesis. Informatics Department; PUC-Rio, Rio de Janeiro, Brazil, 2005.

KARLSSON, B.; FEIJÓ, B. AI Middleware as Means for Improving Gameplay. In: Proceedings of the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, Valencia, Spain, 2005.

KAUTZ, H. A Formal Theory of Plan Recognition and its Implementation. In: **Reasoning about Plans**. J. F. Allen et al. (eds.). San Mateo: Morgan Kaufmann, USA, 1991.

KELSO, M. T.; WEYHRAUCH, P.; BATES, J. Dramatic Presence. In: **PRESENCE: The Journal of Teleoperators and Virtual Environments**, Vol 2, No 1, MIT Press, USA, 1993.

KOCH, P. Frame and Contiguity. On the Cognitive Basis of Metonymy and Certain Types of Word Formation. In: **Metonymy in Language and Thought**, Panther, K. Radden, G. (eds.). Amsterdam: John Benjamins, 1999.

LAIRD, J. E.; NEWELL, A.; ROSENBLOOM, P. S. Soar: An architecture for general intelligence. In: **Artificial Intelligence** 33(3), 1-64, 1987.

LANDA, J. The Structure of the Fabula, II: Boris Tomashevski, "Thematics"; Mieke Bal, Narratology. In: **Narrative Theory**. [s.n.], chapter 2, 1990.

LANG, R. R. A Declarative Model for Simple Narratives. In: Working notes of the Narrative Intelligence - AAAI 1999 Fall Symposium FS-99-01. The AAAI Press, 1999.

LAUREL, B. **Computers as Theatre**. Addison-Wesley, 1993.

LAUREL, B. **Toward the Design of a Computer-Based Interactive Fantasy System**. PhD. Thesis, Drama Department, Ohio State University, USA, 1986.

LAWS, R. **Robin's Laws of Good GMing**. Steve Jackson Games, 2001.

LEACH, M. (*editor*), **Standard Dictionary of Folklore, Mythology, and Legend**. New York: Funk & Wagnalls, USA, 1972.

LEBOWITZ, M. Story-telling as planning and learning. In: **Poetics**, v. 14, n. 6, 1985.

LEBOWITZ, M. Creating Characters in a Story-telling Universe. In: **Poetics**, v. 13, n. 3, 1984.

LIMA, E. E. S.; POZZER, C. T.; d'ORNELLAS, M. C.; CIARLINI, A. E. M.; FEIJÓ, B.; FURTADO, A. L. Virtual Cinematography Director for Interactive Storytelling. In: Proceedings of ACM Advances in Computer Entertainment, Greece, 2009.

LIU, H.; SINGH, P. MAKEBELIEVE: Using commonsense knowledge to generate stories. In: Proceedings of the Eighteenth National Conference on Artificial Intelligence and Fourteenth Conference on Innovative Applications of Artificial Intelligence, p. 957-958, 2002.

LOYALL, B. **Believable Agents**. PhD Thesis. Computer Science Department. Pittsburgh, Carnegie Mellon University, 1997.

LOYALL, B.; BATES, J. HAP: A Reactive, Adaptive Architecture for Agents. Technical Report CMU-CS-91-147, School of Comp Science, Carnegie Mellon University, Pittsburgh, USA, 1991.

MALINE, R. A Review of the 1993 SIGGRAPH Art Show "Machine Culture: The Virtual Frontier. In: **Leonardo Electronic Almanac**, Volume 1, No. 1, September, 1993. ISSN #1071-4391.

MAGERKO, B. A Comparative Analysis of Story Representations for Interactive Narrative Systems. In: Proceedings of AIIDE07, USA, 2007.

MAGERKO, B. Evaluating Preemptive Story Direction in the Interactive Drama Architecture. In: **Journal of Game Development** 2(2), 2007.

MAGERKO, B. S. **Player Modeling in the Interactive Drama Architecture**. PhD thesis. University of Michigan, Ann Arbor, USA, 2006.

MAGERKO, B. S. Story representation and interactive drama. In: Proceedings of the 1st Artificial Intelligence and Interactive Digital Entertainment Conference, Marina Del Rey, USA, 2005.

MATEAS, M. **Interactive Drama, Art, and Artificial Intelligence**. Ph.D. Thesis. School of Computer Science, Carnegie Mellon University, Pittsburgh, USA, 2002.

MATEAS, M.; SENEGERS, P. Narrative Intelligence. In: The Working Notes of the AAAI Fall Symposium in Narrative Intelligence, AAAI Press, 1999.

MATEAS, M.; STERN, A. Writing Façade: A Case Study in Procedural Authorship. In: **Second Person: Role-Playing and Story in Games and Playable Media**, Harrigan, P.; Wardrip-Fruin, N. (eds) MIT Press, 2007.

MATEAS, M.; STERN, A. Structuring Content in the Façade Interactive Drama Architecture. In: Proceedings of Artificial Intelligence and Interactive Digital Entertainment (AIIDE), Los Angeles, USA, 2005.

MATEAS, M.; STERN, A. Procedural authorship: A case-study of the interactive drama Façade. In: Digital Arts and Culture (DAC), 2005.

MATEAS, M.; STERN, A. Façade: An Experiment in Building a Fully-Realized Interactive Drama. In: Game Developers Conference, p. 4-8, 2003.

MATEAS, M.; STERN, A. Towards integrating plot and character for interactive drama. In: **Socially Intelligent Agents: the Human in the Loop**, AAAI Fall Symposium, technical report, p. 113-118, Menlo Park, USA, 2000

MCCLOUD, S. **Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels**, Harper, USA, 2006.

MCCLOUD, S. **Understanding Comics: The Invisible Art**, Harper, USA, 1994.

MCKEE, R. **Story: substance, structure, style, and the principles of screenwriting**. New York: HarperCollins, USA, 1997.

MEEHAN, J. TALE-SPIN. In: **Inside Computer Understanding: Five Programs Plus Miniatures**, SCHANK, R.; RIESBECK, C. (Ed.), cap. 9, p. 197-226, Lawrence Erlbaum Associates, Hillsdale, USA, 1981.

MEEHAN, J. TALE-SPIN, an interactive program that writes stories. In: Proceedings of the Fifth International Joint Conference on Artificial Intelligence, p. 91-98, 1977.

MELONI, W. Gaming's New Market Dynamics and the Importance of Middleware. In Gamasutra, 2009. Available at URL: <http://www.gamasutra.com/blogs/WandaMeloni/20090819> (last accessed in 08/19/09)



MINSKY, M. Common Sense. In: **The Emotion Machine: Commonsense Thinking, Artificial Intelligence, and the Future of the Human Mind**. New York: Simon and Schuster, USA, 2006.

MINSKY, M. Commonsense-based interfaces. In: **Communications of the ACM**, v.43, n.8, p. 66-73, ACM Press, New York, USA, 2000.

MUELLER, E. Story understanding through multi-representation model construction. In: Proceedings of the HLT-NAACL 2003 workshop on Text meaning, v. 9, p. 46-53, Association for Computational Linguistics, Morristown, USA, 2003.

MURRAY, J. From game-story to cyberdrama. In: **First Person: new media as story, performance, and game**. Wardrip-Fruin, N. and Harrigan, P. (eds). MIT Press, 2004.

MURRAY, J. **Hamlet on the Holodeck: the Future of Narrative in Cyberspace**. Free Press, 1997.

NAKASONE, A.; ISHIZUKA, M. ISRST: An interest based storytelling model using rhetorical relations. In: Proceedings of the 2nd International Conference of E-Learning and Games (Edutainment 2007). Volume 4469/2007, LNCS, Springer, pp 324-335, 2007.

OINONEN, K.; THEUNE, M.; NIJHOLT, A.; UIJLINGS, J. Designing a Story Database for Use in Automatic Story Generation. In: Proceedings of the 5th International Conference on Entertainment Computing, 2006.

PAIVA, A.; MACHADO, I.; PRADA, R. Heroes, villains, magicians, ...: Dramatis personae in a virtual story creation environment. In: Proceedings of Intelligent User Interfaces, 129-136, Santa Fe, USA, 2001.

PASSOS, E. et al. Neuronal Editor Agent for Game Cinematography. In Proceedings of the Brazilian Symposium on Digital Games and Interactive Entertainment (SBGAMES 2008), Brazil, 2008.

PENNY, S. (*curator*). Machine Culture: The Virtual Frontier. In: **Computer Graphics Visual Proceedings**, Annual Conference Series 1993. New York: Association for Computing Machinery, 109-184, 1993.

PERLIN, K.; GOLDBERG, A. Improv: A system for Scripting Interactive Actors in Virtual Worlds. In: Proceedings of ACM SIGGRAPH 1996, pp. 205-216. New Orleans, USA, 1996.

PINHANEZ, C. Interval Scripts: A Design Paradigm for Story-Based Interactive Systems. In: Proceedings of CHI97, Atlanta, GA, USA, March 22-27, pp 287-294, 1997.

POLTI, G. **Thirty-Six Dramatic Situations**. Whitefish: Kessinger Publishing, USA, 1945.

POZZER, C. **Um Sistema para Geração, Interação e Visualização 3D de Histórias para TV Interativa**. PhD Thesis, Depto de Informática, Pontifícia Universidade Católica do Rio de Janeiro, Rio de Janeiro, Brazil, 2005.

POZZER, C. T.; FEIJO, B.; CIARLINI, A. et al. Managing Actions and Movements of Non-Player Characters in Computer Games. In: Proceedings of the Brazilian Symposium on Computer Games and Digital Entertainment, Curitiba, Brazil, 2004.

PROPP, V. **Morphology of the Folktale**, Laurence Scott (trans.), Austin: University of Texas Press, 1968.

RAGLAN, F. **The Hero: A Study in Tradition, Myth and Drama**. Mineola: Dover Publications, USA, 2003.

RAO, A. S.; GEORGEFF, M. P. Modeling rational agents within a BDI-architecture. In: Proceedings of the International Conference on Principles of Knowledge Representation and Reasoning, 1991.

REILLY, S. **Believable Social and Emotional Agents**. PhD Thesis. Computer Science Department. Pittsburgh, Carnegie Mellon University, 1996.

RIEDL, M. **Narrative Planning: Balancing Plot and Character**. PhD Thesis, North Carolina State University, 2004.

RIEDL, M.; YOUNG, M. An intent-driven planner for multi-agent story generation. In: Proceedings of the 3rd International Conference on Autonomous Agents and Multi Agent Systems, New York, USA, 2004.

RIEDL, M.; YOUNG, R. Character-focused narrative generation for execution in virtual worlds. In: Proceedings of the 2003 International Conference on Intelligent User Interfaces, 2003.

ROBERTS, D.; ISBELL, C. Desiderata for managers of interactive experiences: A survey of recent advances in drama management. In: Proceedings of the 1st Workshop on Agent-Based Systems for Human Learning and Entertainment (ABSHLE 07), 2007.

ROUSSEAU, D.; HAYES-ROTH, B. A social-psychological model for synthetic actors. In: Proceedings of 2nd International Conference on Autonomous Agents, pp 165-172. USA, 1998.

SAUSSURE, F. **Cours de Linguistique Générale**. C. Bally et al. (eds.) Payot, 1967.

SCHANK, R. Tell Me a Story. Narrative and Intelligence. Northwestern University, 1990.

SCHANK, R.; ABELSON, R. P. Scripts, Plans and Knowledge. In: Proceedings of the Fourth International Joint Conference on Artificial Intelligence, 1975.

SCHANK, R. C.; COLBY, K. **Computer Models of Thought and Language**. Freeman, 1973.

SHELL, J. Understanding Entertainment: Story And Gameplay Are One. In: **The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies and Emerging Applications**, Jacko, J.A., Sears, A. (eds.) Lawrence Erlbaum Associates, 2002.

SEARLE, J. et al. Minds, brains, and programs. In: **Behavioral and Brain Sciences**, v. 3, n. 3, p. 417-457, 1980.

SIEW, Z.X.; NAREYEK, A. Player Manipulation. In: Proceedings of the 14th International Conference on Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational & Serious Games (CGames 2009), USA, 2009.

SGOUROS, N. M. Dynamic generation, management and resolution of interactive plots. In: **Artificial Intelligence**, 107(1):29-62, 1999.

SHKLOVSKY, V. The Novel as Parody: Sterne's Tristram Shandy. In: **Theory of Prose**, p. 147-170. Normal: Dalkey Archive Press, USA, 1991.

SMITH, T. C.; WITTEN, I. H. A planning mechanism for generating story text. In: **Literary and Linguistic Computation**, 6(2), 119-126, 1991.

SPIERLING, U.; BRAUN, N.; IURGEL, I.; GRASBON, D. Setting the scene: playing digital director in interactive storytelling and creation. In: **Computers & Graphics**, 26:31-44, 2002.

STAAB, S.; STUDER, R. **Handbook on Ontologies**, Springer, 2004.

STEPHENSON, N. **The Diamond Age: or, a Young Lady's Illustrated Primer**. Spectra, 1995.

SULLIVAN, K.; NOTKIN, D. Reconciling environment integration and component independence. In: Proceedings of ACM SIGSOFT90: Fourth Symposium on Software Development Environments, pp. 22-23, 1990.

SZILAS, N. ID-tension: A narrative engine for interactive drama. In: Proceedings of Technologies for Interactive Digital Storytelling and Entertainment - TIDSE, 2003.

THOMPSON, S. Motif-Index of Folk-Literature. A Classification of Narrative Elements in Folktales, Ballads, Myths, Fables, Mediaeval Romances, Exempla, Fabliaux, Jest- Books and Local Legends. Rev. & enlarged ed. 6 vols. Bloomington: Indiana University Press, USA, 1989.

THUE, D. et al. Interactive Storytelling: A Player Modelling Approach. In: Proceedings of the Artificial Intelligence and Interactive Digital Entertainment conference (AIIDE), Stanford, USA, 2007.

TOBIAS, R. **20 Master Plots: And How to Build Them**, Writers Digest Books, 2003.

TODOROV, T. Les transformations narratives. In : **Poétiques** 3, 1970.

TOMASHEVSKI, B. Thematics. In: **Russian Formalist Criticism: Four Essays**, p. 61-95. Lincoln: University Nebraska Press, USA, 1965.

TURNER, S. **MINSTREL: a computer model of creativity and storytelling**. PhD Thesis, Computer Science Department, University of California, 1992.

ULLMAN, J. D.; WIDOM, J. **A first Course on Database Systems**. Prentice-Hall, 2008.

UNITY. UNITY: Game Development Tool. Available at URL: <http://www.unity3d.com> (last accessed in 14/11/2009).

UTHER, H.-J. Classifying Tales: Remarks to Indexes and Systems of Ordering. In: **Folks Art - Croatian Journal Of Ethnology and Folklore Research**, 1/2009, pp 15-32, Institut za Etnologiju i Folkloristiku, Croatia, 2009.

UTHER, H.-J. **The Types of International Folktales: A Classification and Bibliography Based on the System of Antti Aarne and Stith Thompson**. Vols 1-3. FF Communications No. 284-86, Helsinki: Academia Scientiarum Fennica, 2004.

UTHER, H.-J. The Third Revision of the Aarne-Thompson Tale Type Index (FFC 184), In: **FFNetwork** 20, pp11-13, 2000.

VALMIKI **Le Ramayana**. Philippe Benoît et al. (trans.). Gallimard, 1999.

VELÁZQUEZ, J. D. Modeling emotions and other motivations in synthetic agents. In: **AAAI-97: Proceedings of The Fourteenth National Conference on Artificial Intelligence**, p. 10-15, Menlo Park, USA. AAAI Press, 1997.

VOGLER, C. **The Writer's Journey: Mythic Structure for Writers**, 3rd Edition, Michael Wiese Productions, 2007.

WALLIS, J. Making Games that Make Stories. In **Second Person: Role-Playing and Story in Games and Playable Media**, Harrigan, P.; Wardrip-Fruin, N. (eds) MIT Press, 2007.

WARDRIP-FRUIIN, N.; MONFORT, N. **The New Media Reader**. MIT Press, 2003.

WIRTH, J. **Interactive acting: acting, improvisation, and interacting for audience participatory theatre**. Fall Creek Press, 1994.

WEYHRAUCH, P. **Guiding Interactive Drama**. PhD. thesis, Tech report CMU-CS-97-109, Carnegie Mellon University, USA, 1997.

YANG, Q.; TENENBERG, J.; WOODS, S. On the Implementation and Evaluation of Abtweak. In: **Computational Intelligence Journal**, 12(2):295-318, 1996.

YOUNG, M. An Overview of the Mimesis Architecture: Integrating Intelligent Narrative Control into an Existing Gaming Environment. In: The Working Notes of the AAAI Spring Symposium on Artificial Intelligence and Interactive Entertainment, 2001.

YOUNG, M. Notes on the use of plan structures in the creation of interactive plot. In: The Working Notes of the AAAI Fall Symposium in Narrative Intelligence, 1999.