

Börje Felipe Fernandes Karlsson

**A Model and an Interactive System for
Plot Composition and Adaptation,
based on
Plan Recognition and Plan Generation**

TESE DE DOUTORADO

DEPARTAMENTO DE INFORMÁTICA
Postgraduate Program in Informatics

Rio de Janeiro
January 2010



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Thesis presented to the Postgraduate Program in Informatics of the Departamento de Informática, PUC-Rio as partial fulfilment of the requirements for the degree of Doutor em Informática.

Advisor: Antonio L. Furtado
Co-Advisor: Bruno Feijó

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Antonio L. Furtado

Advisor
PUC-Rio

Prof. Bruno Feijó

Co-Advisor
Depto. de Informática - PUC-Rio

Prof. Marco Antonio Casanova

Depto. de Informática - PUC-Rio

Prof. Alberto Barbosa Raposo

Depto. de Informática - PUC-Rio

Prof. Angelo E. M. Ciarlini

Depto. de Informática Aplicada - UniRio

Prof. Cesar Tadeu Pozzer

Depto. de Eletrônica e Computação - UFSM

Prof. Esteban W. G. Clua

Instituto de Computação - UFF

Prof. José Eugenio Leal

Coordinator of the Centro Técnico Científico - PUC-Rio

Rio de Janeiro, January 19, 2010

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Börje Felipe Fernandes Karlsson

Börje has a BSc. in Computer Science from UFPE (Universidade Federal de Pernambuco) and a MSc. degree in Informatics from PUC-Rio. He currently works with research in interactive storytelling, game AI, and mobile multimedia software. Börje has also participated in research groups at Tecgraf and VisionLab, both at PUC-Rio.

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This thesis is dedicated to Juliane de Freitas and to my parents

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Resumo

Karlsson, Börje Felipe Fernandes; Furtado, Antonio Luz; Feijó, Bruno.
Um Modelo e um Sistema Interativo para Composição e Adaptação de Enredos, baseados em Reconhecimento e Geração de Planos.
Rio de Janeiro, 2010. 157p. Tese de Doutorado – Departamento de Informática, Pontifícia Universidade Católica do Rio de Janeiro.

Este trabalho tem por alvo um modelo e um sistema interativo para a composição e adaptação de enredos, com base em um paradigma de reconhecimento de planos / geração de planos. Os enredos gerados devem pertencer a algum gênero escolhido, previamente especificado em termos de aspectos estáticos, dinâmicos e comportamentais. A técnica de modelagem envolve a análise de enredos sob uma perspectiva quádrupla, em vista de relações sintagmáticas, paradigmáticas, antitéticas e meronímicas entre os eventos constituintes. O sistema interativo implementado, de nome LogTell-R, demonstra a viabilidade do modelo proposto.

Palavras-chave

Narração Digital de Estórias; Modelagem Conceitual; Reconhecimento de Planos; Geração de Planos; Semiótica.

Abstract

Karlsson, Börje Felipe Fernandes; Furtado, Antonio Luz; Feijó, Bruno. **A Model and an Interactive System for Plot Composition and Adaptation, based on Plan Recognition and Plan Generation.** Rio de Janeiro, 2010. 157p. Doctorate Thesis – Departamento de Informática, Pontifícia Universidade Católica do Rio de Janeiro.

This work aims at a model and an interactive system for plot composition and adaptation, based on a plan-recognition / plan-generation paradigm. The generated plots must belong to some chosen genre, to be previously specified in terms of static, dynamic and behavioural aspects. The modeling technique involves the analysis of plots under a fourfold perspective, in view of syntagmatic, paradigmatic, antithetic and meronymic relations between the constituent events. The implemented interactive system, named LogTell-R, demonstrates the feasibility of the proposed model.

Keywords

Digital Storytelling; Conceptual Modeling; Plan Recognition; Plan Generation; Semiotics.

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