

# Center for Cognitive Science

University at Buffalo, State University of New York

Wednesday, April 5, 2006

280 Park Hall  
North Campus  
2:00 pm -4:00 pm

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## Interactive Fiction: Dreams and Realities

Science Fiction ("The Velt", Neuromancer, the Holodeck) has promised us fully immersive interactive narrative for decades. In the 1980s and 90s, hype about artificial intelligence and virtual reality; the eagerly awaited marriage between video gaming and Hollywood; and hypertext, suggested the promise was about to be fulfilled. But killer interactive fiction has not emerged. Story been a driver/colonizer of literary forms (poetry, drama, the novel) and mass media (print, radio, film, TV), but is it failing to conquer the interactive and procedural realm of the computer? This talk looks at what an interactive story form could or should be. It explores the roles of the participant, the author, and the computer within such a form, and is informed by my art/literary practise which uses immersive virtual reality and intelligent agents to create dramatic experiences for a participant.

**Refreshments will be available**  
Open to the public!

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