

Chatbot Game Manifesto

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Hi!



Emmanuel Corno

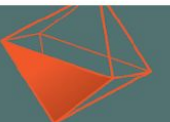
Game & narrative designer

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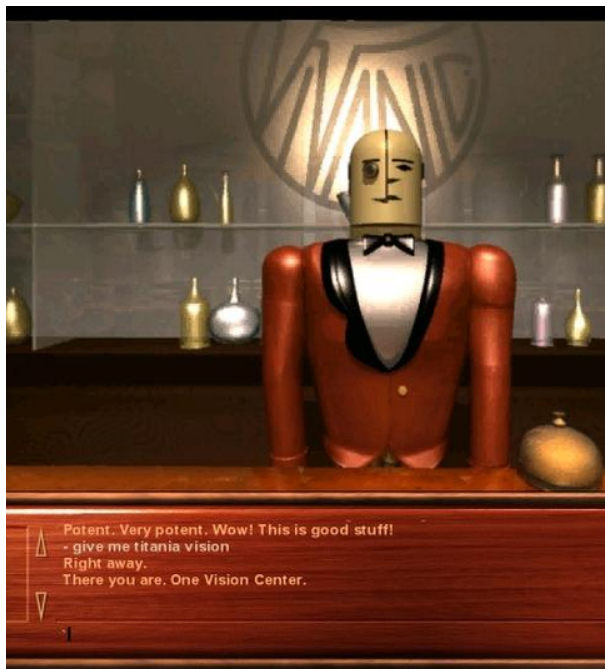


Chatbot Games





Chatbot games



Starship Titanic (1998)



Façade (2005)

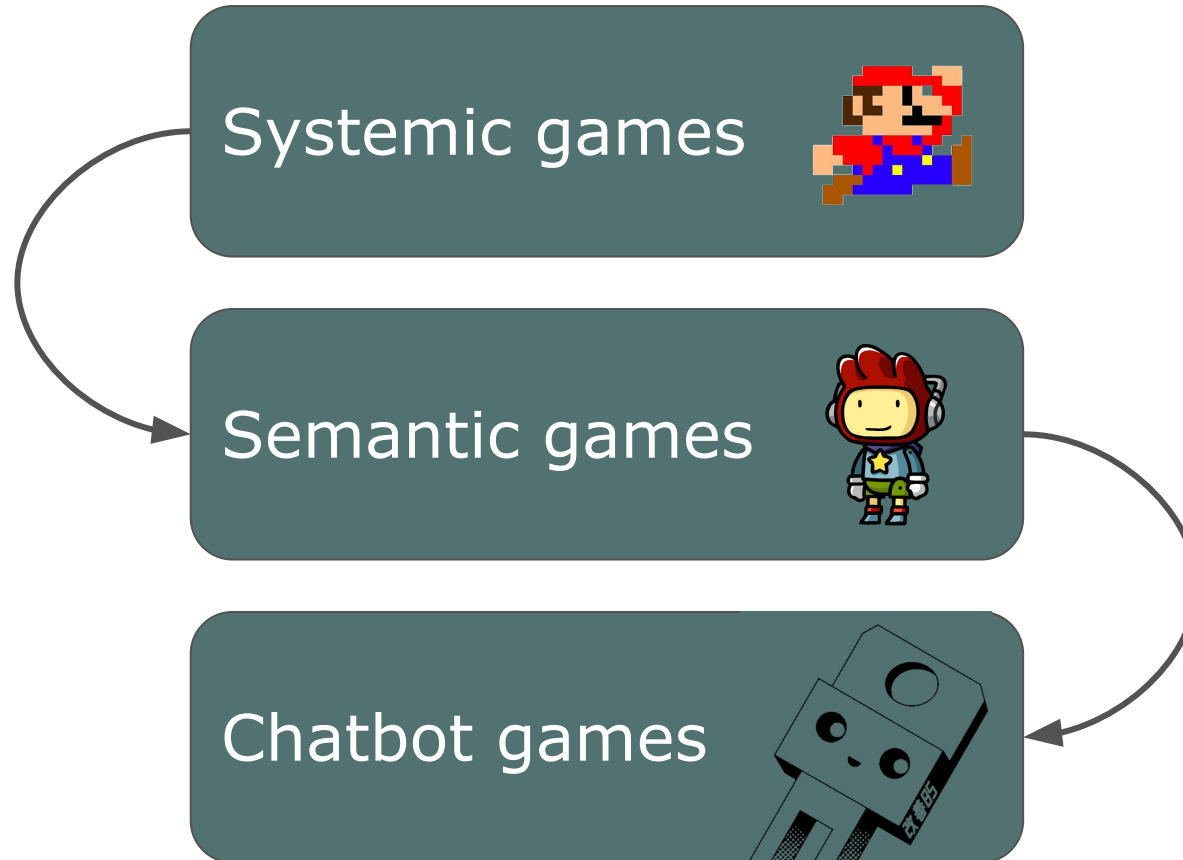


A small talk at the back of beyond (2013)





Semantic games





Legacy

Chatbot games are not text adventure games

```
West of House                               Score: 0           Moves: 0

ZORK I: The Great Underground Empire
Copyright (c) 1981, 1982, 1983 Infocom, Inc. All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Revision 88 / Serial number 840726

West of House
You are standing in an open field west of a white house, with a boarded front
door.
There is a small mailbox here.

>
```





Blank Page





The chatbot experience

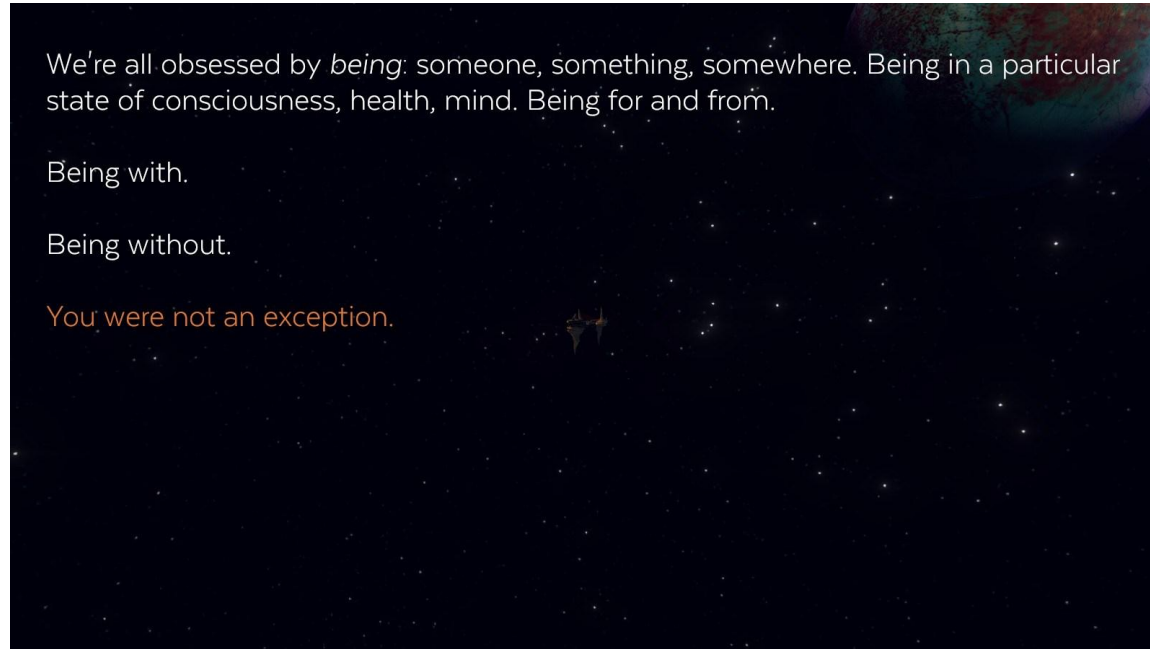
Chatbot games are narrative by essence

We're all obsessed by *being*: someone, something, somewhere. Being in a particular state of consciousness, health, mind. Being for and from.

Being with.

Being without.

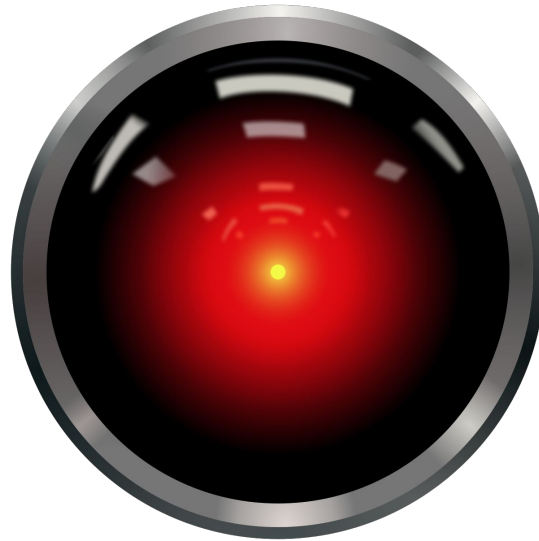
You were not an exception.





Keep it simple

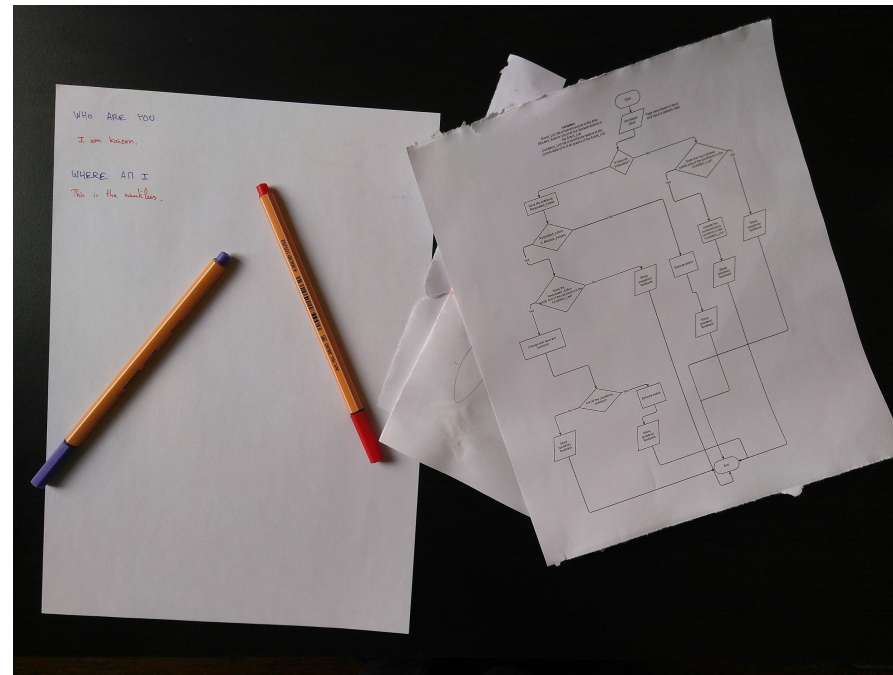
You need a system that you fully understand





Pen & papers

You should prototype your AI





Als have feelings too





Role-Play

Chabot games don't work without an emotional involvement from the player





Players

Chatbot games are not for everyone





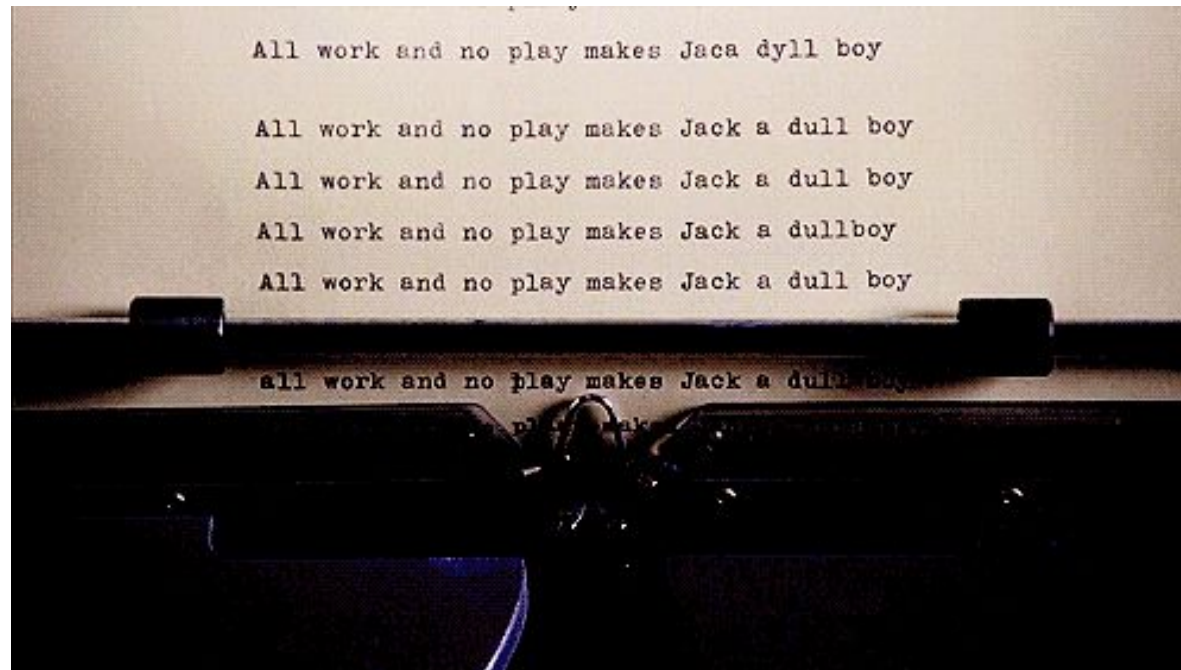
Writing





Words

Biggest part of a good chatbot is data





Smoke and mirrors

Your AI doesn't need to understand,
as long as the player believes it does





Risks

Your worst nightmare is the chatbot loop



This is none of your business.

Why? →





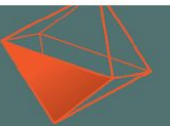
Perfection

Embrace your AI's flaws





Pipeline





Toolbox

Your tools and pipeline shape your AI

Add New Output Pattern

A S T

2 ☐ ☐ ☐

1 ☐ ☐ ☐

0 ☐ ☐ ☐

Emotion matrix

Did the ad convince you? Would you purchase a ticket? *ramBack(ad_convinced)*

This television contains a tape with an official Nautilus ad.

Do you want me to replay the ad? It is one of the many things I can do around the #ship.1#. *ramBack(play_tv)*

add New output line

Answers from the chatbot

Scripting

Comment

Did the ad convince you? Would you purchase a ticket?

This television contains a tape with the official ITS ad.

Do you want me to replay the ad? That is one of the many things I can do

command





Users

Make the production revolves around the playtests





Localisation

Decide the languages of your chatbot at the beginning





What next?



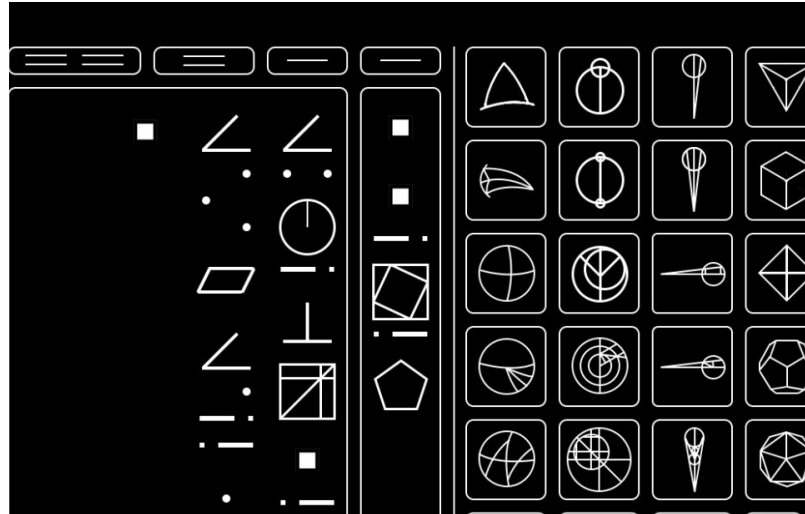


Rethink communication

Chatbot games don't require a keyboard



Captain Blood (1988)



Sethian (2016)



The Inspection Chamber (2017)





Now, make chatbot games!

Thank you :-)

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