Oral Histories of Pioneer Game Developers: This is an ongoing project where we interview notable developers in videogame history and prepare short documentary clips for use in museum exhibits. In the past we have interviewed Ralph Baer and Brian Moriarty. You will study documentary filmmaking techniques with Jason Scott, creator of *BBS: The Movie*, and *Get Lamp!* The students will study video and documentary techniques, conduct and record the interviews, and edit the final documentary.

2-3 students, A-B-C
Admissions Alternate Reality Game: In conjunction with the Admissions Office students will design and implement an alternate reality game for prospective students. The invitation to the game will go out about the time of acceptance letters and the game will culminate in the Closer Look weekend. The IQP group will be expected to track participation levels and number of participants who then come to WPI as part of the freshman class.
INTERACTIVE STORY GENERATION FOR GAMES

The objective of this project is to explore the potential for improving the immersion and replayability of computer games by introducing technology that dynamically creates and adjusts the game's story structure in response to the behavior of the player(s). This line of investigation is inspired by the work of Chris Crawford, Michael Mateas, Andrew Glassner and others, as well as by the model of alternate reality games (ARGs).

The first phase of the project will be to investigate promising techniques from artificial intelligence and elsewhere, such as planning, emotion modeling and machine learning, and potentially applicable existing software tools, such as WideRuled, SOAR and Collagen.

The final output of the project will be a playable game demonstrating new technology for interactive story generation, as well as a detailed critique of its successes and failures, and recommendations for further work.

The ideal student team will include significant software development skills, artificial intelligence knowledge, and writing and artistic abilities.

3-4 students, 2 tech, 1-2 Art tracks
A-B-C Terms
Co-advised by Prof’s Charles Rich and Dean O’Donnell
Game Mod based on Neverwinter Nights Engine: The group will use the Neverwinter Nights engine to build a story-based module for Neverwinter Nights. Students will have to write an original script, create models for characters and monsters, use the NN scripting language to make unique behaviors, and create a playable game.

This will be the second such MQP.

2-3 Students, 1 tech, 1-2 art track

A-B-C terms
• Disney ARG
  • In conjunction with Disney Imagineers, students will design, prototype, and do a budget breakdown of an Alternate Reality Game to be run by Disney as part of the planned expansion of their California Adventure Theme Park.
  • This is an on-campus project but we will have weekly conference calls with Disney and work closely with their Imagineers.

• 3-4 students, 1-2 tech track (excellent web-based skills) and 2 art tracks
• Either A-term only, or A-B-C (still working on the scheduling with Disney)