

A Survey into Opinions on Role-Play Between Humans and Between Human-AI

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Abstract:

Games like interactive fictions, visual novels and role-playing games have been used as a medium for dynamic storytelling since late 1970s, where players are able to explore the fictional world simulated in it and experience the story of the world by reaching multiple endings. The process of playing these games repetitively to experience different endings can be very tedious for players due to the repetitive dialogues and dialogue options, and as such, finding a solution to solve the issue of tedious, repetitive gameplay in story-driven games is needed. In this paper, a possible solution to this problem is discussed, with a preliminary experiment done as an introduction to the possible solution is done by having a few respondents compare the quality of two role-play conversations done using the same scenario and same two characters, with one conversation done between two experienced role-players, and another conversation done between one experienced role-player and an AI NPC that is able to generate human speech. The result of this preliminary experiment showed that 75% of the respondents preferred the role-play conversation between human and AI, indicating that the possible solution proposed may be viable for further development.