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Appendix A

Syntax of Primitive Actions.

This appendix gives a formal description of the syntax of a language called Primitive Actions Description (PAD). The specification of PAD's syntax is done in a story-grammar style where the following symbols are used:

'/' represents the logical operator OR.

'<>' indicates that an element is a non-terminal symbol.

''' indicates that an element is a terminal symbol.

'{' indicates that an element is optional.

',' indicates that the following element must be defined in the next line of the file.

'=' indicates the beginning of an expression.

',' indicates the end of an expression.

'()' used to group elements to maintain the clarity of the definition.

A non-terminal symbol is an element that can be divided into sub-elements. A terminal symbol is an element that cannot be further divided. Any element on the left side of the symbol '=' is a non-terminal symbol. An expression defines the set of sub-elements given on the right-hand side, which form a non-terminal symbol. In this way, an element on the left side of the symbol '=' can be sub-divided in the elements included in the expression on the right side of the symbol '='.

Some of the elements in the Primitive Actions require to be defined on different lines. The symbol ',' is used to indicate that the next element must be defined in the following line of the text file. When elements are not separated by the symbol ',' they can be defined in one line, but there must be at least one space between them.

For example:

```
Definition of Primitive Actions = <Primitive Action>,
                                (<Definition of Primitive Actions>/ 'END').
```

must be interpreted as follows: The non-terminal symbol *Definition of Primitive Actions* can be sub-divided in the following elements: the non-terminal symbol *<Primitive Action>*, and (in the next line) either the non-terminal symbol *<Definition of Primitive Actions>* or the terminal symbol 'END'.

A. Syntax to define Primitive Actions.

```
Definition of Primitive Actions = <Primitive Action>,
                                (<Definition of Primitive Actions>/ 'END').
Primitive Action = <Description of the Action>, {<Description Preconditions>},
                  {<Description Postconditions>}, {<Description Text>}.
```

```
Description of an Action = 'ACT', <String > <Number of Characters>.
```

Number of Characters = '1'/'2'/'3'.

Description of Preconditions = 'PRE', <List of Preconditions>.

List of Preconditions = <Precondition>, {<List of Preconditions>}.

Precondition = <Pre-Emotional Link>/<Pre-Tension>.

Pre-Emotional Link = 'E' <Character> <Character> <Intensity of EL> (<Type of Intensity>/'*').

Pre-Tension = 'T' <Tension> <Character> {(<Character>/'*') {'+' } }.

Description Postconditions = {<Description Post-Emotional Link and Position>},
{<Description Post-Tension>}.

Description Post-Emotional Link and Position = 'POS', <List of Post-Emotional Link and Position>.

List of Post-Emotional Link and Position = (<List of Post-Emotional Link>/<List of Position>),
{<List of Post-Emotional Link and Position>}.

Description Text = 'TEX', <String_Text>, {<String_Text>}.

String_Text = ('@A' / '@B' / '@C' / <Symbol>) {<String_Text>}.

List of Post-Emotional Link = <Post-Emotional Link>, {<List of Post-Emotional Link>}.

Post-Emotional Link = 'E' (<Character>/<Linked Character>) <Character> (<Intensity of EL>/'%')
<Type of Intensity>.

Linked Character = 'La'/'Lb'/'Lc'.

List of Position = <Position>, {List of Position}.

Position = 'P' <Character> (<Number Position>/'b_pos').

Number Position = '1'/'...'/'9'.

Description Pos Tension = 'TEN', <List of Pos Tension>.

List of Pos Tension = <Pos Tension>, {<List of Pos Tension>}.

Pos Tension = 'T' <Tension> <Character> {<Character> {'+' } }.

Description Pos Position = '

Tension = 'Ad'/'Lr'/'Hr'/'Pr'/'Ln'/'Hn'/'Pf'.

Intensity of EL = '-3'/'...'/'+3'.

Type of Intensity = '1'/'2'/'3'.

Character = 'A'/'B'/'C'/'a'/'b'/'c'.

String = <Symbol> {<String >}.

Symbol = 'a'/'...'/'z'/'A'/'...'/'Z'/'1'/'..'/'9'/'_'.

Appendix B

Syntax Previous Stories.

Following the same notation used in Appendix A, this appendix describes the syntax of a language called Definition of Previous Stories (DPS).

Previous Stories = <Story>, (<Previous Stories>/'END').

Story = 'STO', {Definition of Scenery}, <Sequence of Actions>.

Definition of Scenery = 'SCENERY' <Location>.

Location = 'Texcoco_Lake'/'Popocatepetl_Volcano'/'Tlatelolco_Market'/'Palace'/'Tenochtitlan_City'/'
 Temple'/'Jail'/'Chapultepect_Forest'.

Sequence of Actions = <Action>, {<Sequence of Actions>}.

Action = <Normal Action>/'<Compound Action>.

Normal Action = <String Character> <String Action> <String Character>.

Compound Action = <String Character> ('WAS_TOLD'/'REALISED') <Normal Action>.

String Character = <String>.

String Action = <String>.

String = Any character represented in ASCII.

Appendix C

Primitive Actions to Test the Prototype

For problems of space it is impossible to include all the Primitives Actions used to test MEXICA. However, this appendix includes representative examples. Notice that the Primitive Actions Definition language allows using the semicolon ‘;’ to insert comments in the specification of actions. The syntax to define Primitive Actions specifies that associated texts must be defined in on line. However, sometimes such texts are too long that — in this appendix — it is necessary to use two or more lines. Those parts of the texts that cannot be included in the original first line are marked with the symbol ‘&-’.

ACT

Attacked 2

PRE

E a b -2 * ; A(-2,*):B

POS

E b a -3 1 ; B(-3,1):A

E Lb a % 1 ; Lb(%,1):A

TEN

T Lr b a + ; Lr(b):a+

TEXT

@A thoroughly observed @B. Then, @A took a dagger, jumped towards @B and attacked @B.

@A's frame of mind was very volatile and without thinking about it @A charged against @B.

ACT

Cured 2

PRE

T Hr b *

POS

E b a +3 1

E Lb a % 1

TEN

T Hn b a

TEXT

@A went in search of some medical plants and cured @B. As a result @B was very grateful to @A.

@A had heard that the Tepescohuitle was an effective curative plant. So, @A prepared a plasma and applied it to &- @B's wounds. It worked and @B started to recuperate! @B realised that @A's determination had saved @B's &- life.

ACT

died_by_injuries 1

PRE

T Hr a *

TEN

T Dead a

TEXT

The injuries that @A received were very serious. So, while praying to Mictlantecuhtli (the Lord of the land of the &- dead) @A died.

The injuries that @A received were very serious. However, @A knew that when a Mexica dies fighting, the Gods &- protect that soul in order it arrives safely to the other world. So, @A died in peace.

ACT

discovered_murder_of 2 ; @A discovers that @B killed someone very close to @A

PRE

E a b +2 *

POS

E a b -3 1

TEXT

@A was kissing @B when suddenly @A recognised @B's tattoo. It was the same as the one used by the fraternity &- which had murdered @A's father some months ago. At once all those terrible memories were present again.

@A was happy to have a strong relationship with @B. Suddenly, a farmer arrived and observed @B; there was &- no doubt, @B was the murder of @A's brother.

ACT

Had_an_accident 1

TEN

T Hr a -

TEXT

Tlaloc -the God of the rain- was angry and sent a storm. The heavy rain damaged the old wooden bridge. When &- @A tried to cross the river the bridge collapsed injuring badly @A's head.

ACT

Kidnapped 2

POS

E b a -3 1

E Lb a % 1

P a 9 ; A's position is set to Chapultepec Forest

P b 9 ; B's position is set to Chapultepec Forest

TEN

T Pr b a

TEXT

@A was an ambitious person and wanted to be rich and powerful. So, @A kidnapped @B and went to &- Chapultepec forest. @A's plan was to ask for an important amount of cacauatl (cacao beans) and quetzalli &- (quetzal) feathers to liberate @B.

@A was an ambitious person and wanted power and money in an easy way. So, @A kidnapped @B and went to &- Chapultepec forest. @A's plan was to ask for an important amount of cacauatl (cacao beans) and quetzalli &- (quetzal) feathers to liberate @B.

During the last war @B's father humiliated @A's family. Now, it was time of revenge and @A kidnapped @B. &- They went to the forest where @A tied @B to a huge rock. Exactly at midnight @A would cut @B up.

ACT

Killed 2

PRE

E a b -3 *

POS

E b a -3 1

E Lb a % 1

TEN

T Dead b a

TEXT

@A felt a deeply odium for @B. Invoking Huitzilopochtli, God of the war, @A cut @B's jugular. The blood &- covered the floor.

@A threw some dust in @B's face. Then, using a dagger @A perforated @B's chest. Imitating the Sacred &- Ceremony of the Sacrifice, @A took @B's heart with one hand and raised it towards the sun as a sign of &- respect to the Gods.

@A took a dagger and cut @B's throat. @B bled to death while Tonatiuh (the God representing the sun) disappeared in the horizon.

ACT
 Rescued 2
 PRE
 T Pr b *
 POS
 E b a +3 1
 E Lb a % 1
 TEN
 T Pf b a
 TEXT

Thus, while Tlahuizcalpantecuhtli (the God who affected people's fate with his lance) observed, @A cut the rope &- which bound @B. Finally, @B was free again!

@A walked towards @B. Full of admiration for all the braveness that @B had shown in those hard moments @A &- liberated @B!

;SPECIAL ACTIONS *****

ACT
 CLASH_EMOTION_1 2 ;the first time it appears in the story
 TEXT

@A had ambivalent thoughts towards @B. On the one hand @A had strong feelings for @B but on the other &- hand @A abominated what @B did.

@A was emotionally tied to @B but @A could not accept @B's behaviour. What did @A must do?

ACT
 CLASH_EMOTION_2 2 ; the second time a Ce appears in a story
 TEXT

@A was shocked by @B's actions and for some seconds @A did not know what to do.

ACT
 CLASH_EMOTION_3 1 ; When in a Ce both characters are the same.
 TEXT

@A was emotionally devastated and was not sure if what @A did was right. @A was really confused.

@A was emotionally devastated and confused, and was not sure if what @A did was right.

ACT
 Health_Risk_1 2 ; A = hero B = Victim A is aware of Hr(B)
 TEXT

@A knew that @B could die and that @A had to do something about it.

ACT
 Life_Risk_1 2 ; A = hero B = Victim A is aware of Lr(B)
 TEXT

@A knew that the @B's life was in risk and had to do something about it.

ACT
 Pr_Free_1 2 ; A = hero B = Victim A is aware of Hr(B)
 TEXT

Although it was very dangerous @A decided to do something in order to liberate @B. For some minutes @A &- prayed to Quetzalcoatl -the feathered-snake, the God between the Gods- and asked for wisdom and braveness. &- Now @A was ready to find out its fate.

Suddenly, the day turned into night and after seconds the sun shone again. @A was scared. The Shaman &- explained to @A that Tonatiuh (the divinity representing the sun) was demanding @A to rescue @B and &- punish the criminal. Otherwise @A's family would die.

END

Appendix D

Previous Stories.

Previous Stories used to generate *The princess who cured the jaguar knight*.

<p>Sto ;1 Eagle_Knight Actor Jaguar_Knight Actor Eagle_Knight Was_In_Love_With Princess Jaguar_Knight Was_In_Love_With Princess Princess Was_In_Love_With Warrior Eagle_Knight Got_Jealous_Of Warrior Eagle_Knight Killed Warrior Princess Attacked Eagle_Knight Eagle_Knight Wounded Princess Jaguar_Knight Attacked Eagle_Knight Jaguar_Knight Fought Eagle_Knight Jaguar_Knight Killed Eagle_Knight Jaguar_Knight Exiled Jaguar_Knight</p>	<p>Sto ;2 Prince Went_Texcoco_Lake Prince Had_An_Accident Priest Found_By_Accident Prince Priest Realised Prince Had_An_Accident Priest Cured Prince Prince Went_Palace Fisherman Mugged Priest Prince Realised Fisherman Mugged Priest Prince Looked_For_And_Found Fisherman Prince Made_Prisoner Fisherman</p>
<p>Sto ;3 Eagle_Knight Were_In_Love Lady Eagle_Knight Loved Princess Lady Loved Princess Princess Went_Popocatepetl_Volcano Enemy Kidnaped Princess Eagle_Knight Realised Enemy Kidnaped Princess Eagle_Knight Looked_For_And_Found Enemy Eagle_Knight Attacked Enemy Eagle_Knight Fought Enemy Eagle_Knight Killed Enemy Eagle_Knight Rescued Princess Princess Fell_In_Love Eagle_Knight Princess Realised Eagle_Knight Were_In_Love Lady Princess Looked_For_And_Found Lady Princess Killed Lady Eagle_Knight Realised Princess Killed Lady Eagle_Knight Followed Princess Eagle_Knight Killed Princess Eagle_Knight Killed Eagle_Knight</p>	<p>Sto ;4 Tlatoani Was_Father_Of Prince Tlatoani Went_Hunting_With Prince Tlatoani Had_An_Accident Prince Did_Not_Cure Tlatoani Prince Went_Tenochtitlan_City Hunter Found_By_Accident Tlatoani Hunter Realised Tlatoani Had_An_Accident Hunter Cured Tlatoani Tlatoani Rewarded Hunter Tlatoani Looked_For_And_Found Prince Tlatoani Exiled Prince</p>
<p>Sto ;5 Scenery City Eagle_Knight Realised Eagle_Knight Was_In_Love_With Lady Eagle_Knight Went_Tlatelolco_Market Lady Was_Attracted_To Jaguar_Knight Lady Went_Texcoco_Lake_With Jaguar_Knight Eagle_Knight Followed Lady Eagle_Knight Realised Lady Was_Attracted_To Jaguar_Knight Eagle_Knight Got_Jealous_Of Jaguar_Knight Eagle_Knight Attacked Jaguar_Knight Eagle_Knight Wounded Jaguar_Knight Lady Cured Jaguar_Knight Eagle_Knight Exiled Eagle_Knight</p>	<p>Sto ;6 Scenery City Eagle_Knight Realised Eagle_Knight Was_In_Love_With Lady Eagle_Knight Went_Tlatelolco_Market Lady Was_Attracted_To Jaguar_Knight Lady Went_Texcoco_Lake_With Jaguar_Knight Eagle_Knight Followed Lady Eagle_Knight Realised Lady Was_Attracted_To Jaguar_Knight Eagle_Knight Got_Jealous_Of Jaguar_Knight Eagle_Knight Attacked Jaguar_Knight Jaguar_Knight Fought Eagle_Knight Jaguar_Knight Killed Eagle_Knight</p>

Sto ;7
 Scenery City
 Princess Went_Popocatepetl_Volcano
 Hunter Kidnapped Princess
 Farmer Found_By_Accident Hunter
 Farmer Realised Hunter Kidnapped Princess
 Hunter Attacked Farmer
 Farmer Fought Hunter
 Hunter Wounded Farmer
 Hunter Ran_Away
 Princess Did_Not_Cure Farmer
 Princess Went_Tenochtitlan_City
 Farmer Died_By_Injuries

Previous Stories used to generate *The lovers*.

<p>STO;1 SCENERY Market START Eagle_Knight was_brother_of Jaguar_Knight Eagle_Knight were_in_love Princess Jaguar_Knight met Princess Jaguar_Knight fell_in_love Princess Jaguar_Knight tried_to_force_kiss Princess Eagle_Knight realised Jaguar_Knight tried_to_force_kiss Princess Eagle_Knight honor_was_damaged_by Jaguar_Knight Eagle_Knight attacked Jaguar_Knight Jaguar_Knight fought Eagle_Knight Jaguar_Knight hurt Eagle_Knight Jaguar_Knight kidnapped Princess Priest cured Eagle_Knight Eagle_Knight Looked_for_and_found Jaguar_Knight Jaguar_Knight attacked Princess Eagle_Knight killed Jaguar_Knight Eagle_Knight rescued Princess Eagle_Knight went_back_home Princess</p>	<p>STO;2 START Eagle_Knight were_in_love Lady Eagle_Knight admired_and_respected Princess Princess Went_Popocatepetl_Volcano Enemy kidnapped Princess Eagle_Knight realised Enemy kidnapped Princess Eagle_Knight Looked_for_and_found Enemy Eagle_Knight attacked Enemy Eagle_Knight fought Enemy Eagle_Knight killed Enemy Eagle_Knight Rescued Princess Princess Fell_in_love Eagle_Knight Princess realised Eagle_Knight were_in_love Lady Princess Looked_for_and_found Lady Princess killed Lady Eagle_Knight realised Princess killed Lady Eagle_Knight followed Princess Eagle_Knight killed Princess Eagle_Knight committed_suicide</p>
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<p>STO;3 START Prince relatives_envy Tlatoani Tlatoani Went_Hunting_With Prince Tlatoani had_an_accident Prince Did_Not_Cure Tlatoani Prince Went_Tenochtitlan_City Hunter Found_By_Accident Tlatoani Hunter realised Tlatoani Had_an_accident Hunter cured Tlatoani Tlatoani Rewarded Hunter Tlatoani Looked_for_and_Found Prince Tlatoani hated_and_loved Prince Tlatoani Exiled Prince</p>	<p>STO;4 SCENERY City START Eagle_Knight Was_in_Love_With Lady Lady went_Texcoco_lake_with Jaguar_Knight Lady Were_Attracted_to Jaguar_Knight Eagle_Knight followed Lady Eagle_Knight realised Lady Were_Attracted_to Jaguar_Knight Eagle_Knight hated Jaguar_Knight Eagle_Knight hated Lady Eagle_Knight attacked Jaguar_Knight Eagle_Knight fought Jaguar_Knight Eagle_Knight wounded Jaguar_Knight Lady killed Eagle_Knight Lady Did_not_know_to_cure Jaguar_Knight Jaguar_Knight died_by_injuries Lady committed_Suicide</p>
<p>STO;5 SCENERY City START Princess went_Popocatepetl_volcano Hunter Kidnapped Princess Farmer found_by_accident Hunter Farmer admired_and_respected Princess Farmer realised Hunter Kidnapped Princess Farmer attacked Hunter Farmer fought Hunter Hunter wounded Farmer Hunter ran_away Farmer rescued Princess Princess Did_Not_Know_to_cure Farmer Farmer died_by_injuries Princess went_Tenochtitlan_city</p>	<p>STO;6 SCENERY City START Hunter saved_life Tlatoani Tlatoani rewarded Hunter Warrior realised Tlatoani rewarded Hunter Warrior mugged Hunter Warrior went_Popocatepetl_volcano Hunter followed Warrior Hunter had_an_accident Warrior prepared_to_Sacrifice Hunter Tlatoani found_by_accident Hunter Tlatoani realised Warrior prepared_to_Sacrifice Hunter Tlatoani fought Warrior Warrior ran_away Tlatoani rescued Hunter Tlatoani cured Hunter Tlatoani went_Tenochtitlan_city_with Hunter</p>

Appendix E

Report of the Abstract Representation

For problems of space, it is impossible to include the whole Abstract Representation Report created from the Previous Stories in Appendix D. However, representative examples are included in this appendix.

The Abstract Representation is a matrix where atoms are arranged by their number of Tensions and Emotional Links. The range of index representing the space between two words Tensions goes from 0 to 10. The range of the index representing the Emotional Links goes from 1 to 15. All atoms sharing the same number of Tensions and Emotional Links are gathered together in the same cell in the matrix; i.e., each cell can include several atoms.

In the report, each atom is associated with a description of its features (i.e. number and types of elements). For example, the features of the first atom in the position *Tension:0 EmoLin:1* are the following:

-Zero Tensions (represented in the report by the line *FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0* where *FeaTen* stands for *Features of the Tensions*, and *AD->0* for *zero Tensions due to Actor Dead*, *Lr->0* for *zero Tensions due to Life in Risk* and so on).

-One Emotional Link of type 2 (represented in the report by the line *FeaEmoLin=> Type1->0 Type2->1 Type3->0* where *FeaEmoLin* stands for *Features of the Emotional Links*, *Type1->0* for *zero Emotional Links of type 1*, and so on).

Possible next actions are indicated as *NexAct=>*.

*Tension:0 EmoLin:1

** Atom

FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0

FeaEmoLin=> Type1->0 Type2->1 Type3->0

EmoLin=>

A(+3,2):B

NexAct=> C WAS_IN_LOVE_WITH B

NexAct=> A WENT_TLATELOLCO_MARKET

NexAct=> B WAS_ATTRACTED_TO D

NexAct=> A REALISED

NexAct=> A WENT_TLATELOLCO_MARKET

NexAct=> B WAS_ATTRACTED_TO E

NexAct=> A REALISED

** Atom

FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0

FeaEmoLin=> Type1->1 Type2->0 Type3->0

EmoLin=>

A(+3,1):B

NexAct=> A WENT_PALACE

NexAct=> C MUGGED B

NexAct=> A WENT_HUNTING_WITH B

NexAct=> A HAD_AN_ACCIDENT

NexAct=> A REWARDED B

```

** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0
FeaEmoLin=> Type1->0 Type2->1 Type3->0
EmoLin=>
    B(+2,2):C
NexAct=> B WENT_TEXCOCO_LAKE_WITH C
NexAct=> A FOLLOWED B
NexAct=> B WENT_TEXCOCO_LAKE_WITH C
NexAct=> D FOLLOWED B

*Tension:0 EmoLin:2
** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0
FeaEmoLin=> Type1->0 Type2->2 Type3->0
EmoLin=>
    A(+3,2):B
    B(+3,2):A
NexAct=> A LOVED C

** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0
FeaEmoLin=> Type1->2 Type2->0 Type3->0
EmoLin=>
    A(+3,1):C
    B(+3,1):C
NexAct=> D KIDNAPPED C

** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->0
FeaEmoLin=> Type1->0 Type2->2 Type3->0
EmoLin=>
    A(+3,2):B
    B(+2,2):C
NexAct=> A GOT_JEALOUS_OF C
NexAct=> A GOT_JEALOUS_OF C

*Tension:1 EmoLin:7
** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->0 Pr->1 Ce->0 Lc->0
FeaEmoLin=> Type1->5 Type2->2 Type3->0
EmoLin=>
    A(+3,2):B
    B(+3,2):A
    A(+3,1):C
    B(+3,1):C
    C(-3,1):D
    A(-3,1):D
    B(-3,1):D
Tension=>
    Pr(C):D
NexAct=> A LOOKED_FOR_AND_FOUND D

*Tension:2 EmoLin:1
** Atom
FeaTen=> AD->0 Lr->0 Hr->1 Pd->1 Pr->0 Ce->0 Lc->0

```

```

FeaEmoLin=> Type1->1 Type2->0 Type3->0
EmoLin=>
  B(-3,1):C
Tension=>
  Hr(A)
  Pd(C):B+
NexAct=> A REALISED
** Atom
FeaTen=> AD->0 Lr->0 Hr->0 Pd->1 Pr->1 Ce->0 Lc->0
FeaEmoLin=> Type1->1 Type2->0 Type3->0
EmoLin=>
  C(-3,1):D
Tension=>
  Pr(C):D
  Pd(D):C+
NexAct=> A REALISED
NexAct=> B FOUND_BY_ACCIDENT D
NexAct=> D ATTACKED C

*Tension:2 EmoLin:7
** Atom
FeaTen=> AD->1 Lr->0 Hr->0 Pd->0 Pr->1 Ce->0 Lc->0
FeaEmoLin=> Type1->5 Type2->2 Type3->0
EmoLin=>
  A(+3,2):B
  B(+3,2):A
  A(+3,1):C
  B(+3,1):C
  C(-3,1):D
  A(-3,1):D
  B(-3,1):D
Tension=>
  Pr(C):D
  Ad(D):A
LasAct=> A KILLED D
NexAct=> A RESCUED C

*Tension:2 EmoLin:11
** Atom
FeaTen=> AD->1 Lr->0 Hr->0 Pd->0 Pr->0 Ce->0 Lc->1
FeaEmoLin=> Type1->8 Type2->3 Type3->0
EmoLin=>
  A(+3,1):C
  B(+3,1):C
  C(-3,1):D
  A(-3,1):D
  B(-3,1):D
  C(+3,1):A
  C(+3,2):A
  A(+2,1):A
  B(+2,1):A
  B(+3,2):A
  A(+3,2):B
Tension=>
  Ad(D):A
  Lc(C):B
LasAct=> C REALISED
LasAct=> C LOOKED_FOR_AND_FOUND B
NexAct=> C LOOKED_FOR_AND_FOUND B

```

NexAct=> C KILLED B

*Tension:3 EmoLin:7

** Atom

FeaTen=> AD->0 Lr->0 Hr->0 Pd->2 Pr->1 Ce->0 Lc->0

FeaEmoLin=> Type1->5 Type2->2 Type3->0

EmoLin=>

A(+3,2):B

B(+3,2):A

A(+3,1):C

B(+3,1):C

C(-,1):D

A(-,1):D

B(-,1):D

Tension=>

Pr(C):D

Pd(D):C+

Pd(D):A+

NexAct=> A ATTACKED D

*Tension:10 EmoLin:9

** Atom

FeaTen=> AD->1 Lr->2 Hr->1 Pd->4 Pr->0 Ce->1 Lc->1

FeaEmoLin=> Type1->6 Type2->3 Type3->0

EmoLin=>

A(-,1):B

A(+3,2):B

C(+3,2):B

B(+3,2):D

A(-,1):D

B(-,1):A

A(-,1):A

C(-,1):A

A(-,1):C

Tension=>

Lc(A):C

Ad(D):A

Lr(A):B+

Hr(B):A

Lr(A):C+

Ce(A):B

Pd(B):A+

Pd(A):B+

Pd(A):C+

Pd(C):A+

NexAct=> C FOUGHT A

Appendix F

Example: *The kidnapped tlatoani.*

NEW STORY CONTEXT'S REPORT

Initial State:EgS CteEg-Rf:3 ACAS-Constant:50% Guidelines.Chances:1
 Forbidden Actors:Half Active Num_actions:34 times_used:85
 Novelty=> Stricit 15%(1) High 50%(2) Medium 75%(3)
 Detection of end of cycle NO-active. Logical actions NO-active
 Operation Mode: Engaged and Reflective States 2

CONTEXT ***

*** Time => 1 Action: tlatoani BECAME_FREE Tension: 0
 Charac: TLATOANI Pos: Texcoco_Lake Status: Alive

ASSOCIATIVE STRUCTURE ***

*** Time => 1 Action: tlatoani BECAME_FREE
 Charac: TLATOANI Pos: Texcoco_Lake Status: Alive

INDEXES ***

TLATOANI: 10,15 ASIII-0

TLATOANI possible next actions: ****

*** Impasse : Engage-State with evaluation ...

*** Switching to Rf-S ...

R\$ inserting TLATOANI ACTOR Loc TLATOANI BECAME_FREE

R\$ inserting PRIEST KIDNAPPED TLATOANI Pre TLATOANI BECAME_FREE

*** Switching to Eg-S ...

CONTEXT ***

*** Time => 3 Action: tlatoani BECAME_FREE Tension: 20

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST

Tensions =>

Pd(PRIEST):TLATOANI+

Charac: PRIEST Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST

Tensions =>

Pd(PRIEST):TLATOANI+

ASSOCIATIVE STRUCTURE ***

*** Time => 3 Action: tlatoani BECAME_FREE

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST

Tensions =>

Pd(PRIEST):TLATOANI+

Charac: PRIEST Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST

Tensions =>

Pd(PRIEST):TLATOANI+

INDEXES ***

TLATOANI: 2,1 ASI-67 PRIEST: 2,1 ASI-67

TLATOANI possible next actions: ****

ANYONE REALISED

PRIEST possible next actions: ****

ANYONE REALISED

ANYONE FOUND_BY_ACCIDENT PRIEST

PRIEST ATTACKED TLATOANI

*** FILTER ANYONE REALISED
 *** FILTER ANYONE REALISED
 E\$ instantiating TLATOANI FOUND_BY_ACCIDENT PRIEST ReiCha
 E\$ Instantiated action deleted (NoFlow-); trying again.
 E\$ instantiating PRINCESS FOUND_BY_ACCIDENT PRIEST Rdm
 *** FILTER PRINCESS FOUND_BY_ACCIDENT PRIESTNoFlow-

CONTEXT ***

*** Time => 4 Action: priest ATTACKED tlatoani Tension: 40
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Pd(PRIEST):TLATOANI+

Charac: PRIEST Pos: Forest Status: Alive
 Emotinal Links =>

 TLATOANI(-3,1):PRIEST
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Pd(PRIEST):TLATOANI+

ASSOCIATIVE STRUCTURE ***

*** Time => 4 Action: priest ATTACKED tlatoani
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Pd(PRIEST):TLATOANI+

Charac: PRIEST Pos: Forest Status: Alive
 Tensions =>

 Lr(TLATOANI):PRIEST+
 Pd(PRIEST):TLATOANI+

INDEXES ***

TLATOANI: 4,2 ASI-50 PRIEST: 10,15 ASIII-0

TLATOANI possible next actions: ****
 TLATOANI FOUGHT PRIEST

PRIEST possible next actions: ****

CONTEXT ***

*** Time => 5 Action: tlatoani FOUGHT priest Tension: 80
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

Charac: PRIEST Pos: Forest Status: Alive
 Emotinal Links =>

 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

ASSOCIATIVE STRUCTURE ***

*** Time => 5 Action: tlatoani FOUGHT priest
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

Charac: PRIEST Pos: Forest Status: Alive
 Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

INDEXES ***

TLATOANI: 5,4 ASI-67 PRIEST: 6,3 ASI-67

TLATOANI possible next actions: ****
 PRIEST KILLED TLATOANI

PRIEST possible next actions: ****
 PRIEST WOUNDED TLATOANI

*** Switching to Rf-S ...

R\$ inserting TLATOANI AFFRONTED PRIEST Pre PRIEST ATTACKED TLATOANI

R\$ Cheking novelty: number of times a sequence happens in other stories

R\$ Seq:1x0 Seq:2x0 Seq:3x0 Seq:4x0 Seq:5x4 Seq:6x1 Seq:7x0

R\$ Adequate novelty: guideline set to LOW.

R\$ Evaluating the Tensional Representations ...

R\$ F1-R:4 F2-R:3 F3-R:3 F4-R:1 F5-R:1 F6-R:1 F7-R:5

R\$ Frame:7 PT:TDn Chances:1

*** Switching to Eg-S ...

CONTEXT ***

*** Time => 7 Action: priest WOUNDED tlatoani Tension: 100

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Hr(TLATOANI):PRIEST
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

Charac: PRIEST Pos: Forest Status: Alive
 Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Hr(TLATOANI):PRIEST
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

ASSOCIATIVE STRUCTURE ***

*** Time => 7 Action: priest WOUNDED tlatoani

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST

PRIEST(-3,1):TLATOANI
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Hr(TLATOANI):PRIEST
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

Charac: PRIEST Pos: Forest Status: Alive
 Tensions =>
 Lr(TLATOANI):PRIEST+
 Lr(PRIEST):TLATOANI+
 Hr(TLATOANI):PRIEST
 Pd(PRIEST):TLATOANI+
 Pd(TLATOANI):PRIEST+

INDEXES ***
 TLATOANI: 7,3 ASI-70 PRIEST: 10,15 ASIII-0

TLATOANI possible next actions: ****
 PRIEST RAN_AWAY

PRIEST possible next actions: ****

CONTEXT ***
 *** Time => 8 Action: priest RAN_AWAY Tension: 20
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

ASSOCIATIVE STRUCTURE ***
 *** Time => 8 Action: priest RAN_AWAY
 Charac: TLATOANI Pos: Forest Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

INDEXES ***
 TLATOANI: 2,3 ASI-60 PRIEST: 2,4 ASI-50

TLATOANI possible next actions: ****
 ANYONE DID_NOT_CURE TLATOANI

PRIEST possible next actions: ****
 TLATOANI DIED_BY_INJURIES

E\$ instantiating PRIEST DID_NOT_CURE TLATOANI ReiCha
 E\$ Instantiated action deleted (NoFlow-); trying again.
 E\$ instantiating PRINCE DID_NOT_CURE TLATOANI PSt-
 E\$ PRINCE DID_NOT_CURE TLATOANI was not deleted because 1 chances left.

CONTEXT ***

*** Time => 9 Action: prince DID_NOT_CURE tlatoani Tension: 40

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 TLATOANI(-3,1):PRINCE

Tensions =>

Hr(TLATOANI):PRIEST
 Pd(PRINCE):TLATOANI+

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRINCE

Tensions =>

Pd(PRINCE):TLATOANI+

ASSOCIATIVE STRUCTURE ***

*** Time => 9 Action: prince DID_NOT_CURE tlatoani

Charac: TLATOANI Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 TLATOANI(-3,1):PRINCE

Tensions =>

Hr(TLATOANI):PRIEST
 Pd(PRINCE):TLATOANI+

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI

Tensions =>

Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Forest Status: Alive

Emotinal Links =>

TLATOANI(-3,1):PRINCE

Tensions =>

Pd(PRINCE):TLATOANI+

INDEXES ***

TLATOANI: 3,4 ASI-71 PRIEST: 2,3 ASI-60 PRINCE: 2,1 ASI-67

TLATOANI possible next actions: ****

PRINCE WENT_TENOCHTITLAN_CITY

PRIEST possible next actions: ****

ANYONE DID_NOT_CURE TLATOANI

PRINCE possible next actions: ****

ANYONE REALISED

E\$ instantiating PRINCE DID_NOT_CURE TLATOANI ReiCha

E\$ Instantiated action deleted (NoFlow-); trying again.

E\$ instantiating PRINCE DID_NOT_CURE TLATOANI PST-

*** FILTER PRINCE DID_NOT_CURE TLATOANI=LastAct-

*** FILTER ANYONE REALISED

*** Switching to Rf-S ...

R\$ inserting PRINCE ACTOR Loc PRINCE DID_NOT_CURE TLATOANI

R\$ inserting PRINCE WENT_FOREST Loc PRINCE DID_NOT_CURE TLATOANI

R\$ inserting PRINCE REALISED PRIEST WOUNDED TLATOANI PRE PRINCE DID_NOT_CURE TLATOANI

E\$ TLATOANI AFFRONTED PRINCE was not deleted because 98 chances left.

R\$ inserting TLATOANI AFFRONTED PRINCE Pre PRINCE DID_NOT_CURE TLATOANI
R\$ The action PRINCE AFFRONTED TLATOANI was not inserted
to solve the action TLATOANI AFFRONTED PRINCE
because they are the same.
E\$ PRINCE ATTEMPTED_TO_TAKE_ADVANTAGE_OF TLATOANI was not deleted because 98 chances left.
R\$ inserting PRINCE ATTEMPTED_TO_TAKE_ADVANTAGE_OF TLATOANI Pre TLATOANI AFFRONTED
PRINCE
E\$ TLATOANI WAS_FOND_OF PRINCE was not deleted because 98 chances left.
R\$ inserting TLATOANI WAS_FOND_OF PRINCE Pre PRINCE ATTEMPTED_TO_TAKE_ADVANTAGE_OF
TLATOANI
R\$ Cheking novelty: number of times a sequence happens in other stories
R\$ Seq:1x0 Seq:2x0 Seq:3x0 Seq:4x0 Seq:5x4 Seq:6x1 Seq:7x1 Seq:8x0 Seq:9x0 Seq:10x0 Seq:11x0 Seq:12x0
Seq:13x0 Seq:14x0 Seq:15x2 Seq:16x0
R\$ Adequate novelty: guideline set to LOW.
R\$ Evaluating the Tensional Representations ...
R\$ The frame number 1 is smaller than the story in progress.
R\$ The frame number 2 is smaller than the story in progress.
R\$ The frame number 4 is smaller than the story in progress.
R\$ The frame number 5 is smaller than the story in progress.
R\$ The frame number 6 is smaller than the story in progress.
R\$ The frame number 7 is smaller than the story in progress.
R\$ F3-R:2
R\$ Frame:3 TT:GoUp PT:TDn Tem-Ten:On Chances:1
*** Switching to Eg-S ...
CONTEXT ***
*** Time => 16 Action: prince WENT_TENOCHTITLAN_CITY Tension: 40
Charac: TLATOANI Pos: Forest Status: Alive
Emotinal Links =>
TLATOANI(-3,1):PRIEST
PRIEST(-3,1):TLATOANI
TLATOANI(+1,1):PRINCE
TLATOANI(-3,1):PRINCE
PRINCE(-2,1):TLATOANI
TLATOANI(-1,1):TLATOANI
Tensions =>
Hr(TLATOANI):PRIEST
Ce(TLATOANI):PRINCE

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
Emotinal Links =>
TLATOANI(-3,1):PRIEST
PRIEST(-3,1):TLATOANI
Tensions =>
Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Tenochtitlan_City Status: Alive
Emotinal Links =>
TLATOANI(-3,1):PRIEST
TLATOANI(+1,1):PRINCE
TLATOANI(-3,1):PRINCE
PRINCE(-2,1):TLATOANI
TLATOANI(-1,1):TLATOANI
Tensions =>
Hr(TLATOANI):PRIEST
Ce(TLATOANI):PRINCE

ASSOCIATIVE STRUCTURE ***
*** Time => 16 Action: prince WENT_TENOCHTITLAN_CITY
Charac: TLATOANI Pos: Forest Status: Alive
Tensions =>
Hr(TLATOANI):PRIEST
Ce(TLATOANI):PRINCE

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
Emotinal Links =>
TLATOANI(-3,1):PRIEST
PRIEST(-3,1):TLATOANI
Tensions =>
Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Tenochtitlan_City Status: Alive
 Tensions =>
 Ce(TLATOANI):PRINCE

INDEXES ***

TLATOANI: 10,15 ASIII-0 PRIEST: 2,3 ASI-60 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****

ANYONE DID_NOT_CURE TLATOANI

PRINCE possible next actions: ****

E\$ instantiating PRINCE DID_NOT_CURE TLATOANI ReiCha

E\$ Instantiated action deleted (NoFlow-); trying again.

E\$ instantiating PRINCE DID_NOT_CURE TLATOANI PSt-

*** FILTER PRINCE DID_NOT_CURE TLATOANI NoFlow-

Trying again ***

INDEXES ***

TLATOANI: 10,15 ASIII-0 PRIEST: 2,4 ASI-50 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****

TLATOANI DIED_BY_INJURIES

PRINCE possible next actions: ****

*** FILTER TLATOANI DIED_BY_INJURIES Ten(GLn:GoUp)-

Trying again ***

INDEXES ***

TLATOANI: 10,15 ASIII-0 PRIEST: 10,15 ASIII-0 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****

PRINCE possible next actions: ****

*** Impasse : Engage-State with evaluation ...

*** Switching to Rf-S ...

*** Breaking an impasse.

R\$ Attempting to select a next action...

R\$ Deleting (Uninstantiated or Dead) ANYONE FOUND_BY_ACCIDENT ANYONE

R\$ Action selected: ANYONE DIED_BY_INJURIES

R\$ Action instantiated: TLATOANI DIED_BY_INJURIES

R\$ Characters instantiated based on the Context

R\$ Action instantiated: TLATOANI DIED_BY_INJURIES

*** R\$ Impasse BROKEN...

*** R\$ Testing Preconditions...

R\$ Cheking novelty: number of times a sequence happens in other stories

R\$ Seq:1x0 Seq:2x0 Seq:3x0 Seq:4x0 Seq:5x4 Seq:6x1 Seq:7x1 Seq:8x0 Seq:9x0 Seq:10x0 Seq:11x0 Seq:12x0

Seq:13x0 Seq:14x0 Seq:15x2 Seq:16x1 Seq:17x1

R\$ Adequate novelty: guideline set to LOW.

R\$ Evaluating the Tensional Representations ...

R\$ The frame number 1 is smaller than the story in progress.

R\$ The frame number 2 is smaller than the story in progress.

R\$ The frame number 4 is smaller than the story in progress.

R\$ The frame number 5 is smaller than the story in progress.

R\$ The frame number 6 is smaller than the story in progress.

R\$ The frame number 7 is smaller than the story in progress.

R\$ F3-R:1

R\$ Frame:3 TT:Hold PT:TDn Tem-Ten:On Chances:1

*** Switching to Eg-S ...

CONTEXT ***

*** Time => 17 Action: tlatoani DIED_BY_INJURIES Tension: 0

Charac: TLATOANI Pos: NoWhere Status: Dead

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Tenochtitlan_City Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 TLATOANI(+1,1):PRINCE
 TLATOANI(-3,1):PRINCE
 PRINCE(-2,1):TLATOANI
 TLATOANI(-1,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST
 Ce(TLATOANI):PRINCE

ASSOCIATIVE STRUCTURE ***

*** Time => 17 Action: tlatoani DIED_BY_INJURIES
 Charac: TLATOANI Pos: NoWhere Status: Dead

Charac: PRIEST Pos: Popocatepetl_Volcano Status: Alive
 Emotinal Links =>
 TLATOANI(-3,1):PRIEST
 PRIEST(-3,1):TLATOANI
 Tensions =>
 Hr(TLATOANI):PRIEST

Charac: PRINCE Pos: Tenochtitlan_City Status: Alive
 Tensions =>
 Ce(TLATOANI):PRINCE

INDEXES ***

TLATOANI: 0,0 ASIII-0 PRIEST: 2,3 ASI-60 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****
 ANYONE DID_NOT_CURE TLATOANI

PRINCE possible next actions: ****

E\$ instantiating PRINCE DID_NOT_CURE TLATOANI ReiCha
 *** FILTER PRINCE DID_NOT_CURE TLATOANI ADead-
 Trying again ***

INDEXES ***

TLATOANI: 0,0 ASIII-0 PRIEST: 2,4 ASI-50 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****
 TLATOANI DIED_BY_INJURIES

PRINCE possible next actions: ****

*** FILTER TLATOANI DIED_BY_INJURIES =LastAct-
 Trying again ***

INDEXES ***

TLATOANI: 0,0 ASIII-0 PRIEST: 10,15 ASIII-0 PRINCE: 10,15 ASIII-0

TLATOANI possible next actions: ****

PRIEST possible next actions: ****

PRINCE possible next actions: ****

*** Impasse : Engage-State with evaluation ...
 *** Switching to Rf-S ...
 *** Breaking an impasse.

R\$ No Previous Actions; looking for equivalent.
R\$ No Equivalent Actions found.
*** R\$ Impasse NO broken!
*** Flag End_Story is on.

*** NEW STORY:
TLATOANI ACTOR
PRIEST KIDNAPPED TLATOANI
TLATOANI BECAME_FREE
TLATOANI AFFRONTED PRIEST
PRIEST ATTACKED TLATOANI
TLATOANI FOUGHT PRIEST
PRIEST WOUNDED TLATOANI
PRIEST RAN_AWAY
PRINCE ACTOR
PRINCE WENT_FOREST
PRINCE REALISED PRIEST WOUNDED TLATOANI
TLATOANI WAS_FOND_OF PRINCE
PRINCE ATTEMPTED_TO_TAKE_ADVANTAGE_OF TLATOANI
TLATOANI AFFRONTED PRINCE
PRINCE DID_NOT_CURE TLATOANI
PRINCE WENT_TENOCHTITLAN_CITY
TLATOANI DIED_BY_INJURIES

Appendix G

Questionnaire

This questionnaire is part of a PhD research in computer-based story generation. Its objective is to know people's opinion about seven narratives presented below. It should take less than twenty minutes to complete.

Age:
Sex:
Nationality:
Last academic grade:

INSTRUCTIONS.

Read carefully each of the narratives presented in Section 1. After each narrative you will be asked to evaluate six different aspects of the text presented. You must rate those texts as frameworks for short stories (rather than as complete stories). You will find at the end a section called "General Evaluation" where you will be asked to number each of the narratives read. If you prefer you can first read all the narratives in the questionnaire to get an idea of the range of all the texts and then evaluate each one. When you finish send back this questionnaire to the following e-mail address:

compucea@mpsnet.com.mx

Thanks for your help.

Section 1. Narratives.

The following are seven narratives. Some of them have as a theme the Mexicas (the old inhabitants of central Mexico) and others have fantasy themes.

The capital of the Mexica civilisation (also wrongly known as Aztecs) was Tenochtitlan-city, which by the time the Spanish arrived had a population of 200,000 inhabitants. Their social organisation was very complex. On the top was the Tlatoani (or King), followed by the nobles, warriors and priests. The following layer in the social scale were people like farmers, hunters, etc. At the bottom were the slaves. In the army, the highest distinction a warrior could get was the title of Jaguar Knight or Eagle Knight. They had an advanced trade-system. They used cacauatl (cacao beans) and quetzal feathers (Quetzalli) as an equivalent for money.

Narrative #1

Hunter was an ambitious person and wanted to be rich and powerful. So, Hunter kidnapped Princess and went to Chapultepec forest. Hunter's plan was to ask for an important amount of cacauatl (cacao beans) and quetzalli (quetzal) feathers to liberate Princess. Farmer thoroughly observed Hunter. Then, Farmer took a dagger, jumped towards Hunter and attacked Hunter. Suddenly, Farmer and Hunter were involved in a violent fight. Hunter went in search of some medical plants and cured Princess. As a result Princess was very grateful to Hunter. Hunter and Princess went to the Great Tenochtitlan city.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #2

Charles lacked a city. As a result of hearing of Narbonne Charles wanted Narbonne. Then Aymeri agreed to help Charles. Then Charles and Aymeri rode to Narbonne. Then, Charles attacked the walls of Narbonne, currently controlled by Baufumez, helped by Aymeri. Thibaut and Clarion threw burning pitch down on Charles and Aymeri. Charles and Aymeri retreated. Then, Charles attacked the walls of Narbonne, currently controlled by Baufumez, helped by Aymeri. Thibaut and Clarion threw stones down on Charles and Aymeri. Charles and Aymeri broke into Narbonne. As a result of seeing Blancheflor Charles wanted Blancheflor. Charles succeeded in getting Narbonne. Charles praised god. Charles forgot to reward Aymeri. Charles threw Thibaut into prison. Then Charles planned to obtain Blancheflor for Charles. Then Aymeri refused to help Charles because he was not rewarded. Then Bertrand agreed to help Charles. Charles abducted Blancheflor, currently controlled by Thibaut helped by Bertrand. Because Thibaut was in prison he did not oppose Charles and Bertrand. Clarion opposed Charles and Bertrand in getting Blancheflor. Charles succeeded in getting Blancheflor. Charles praised god. Charles rewarded Bertrand.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #3

Jaguar_knight was an inhabitant of the Great Tenochtitlan. Princess was an inhabitant of the Great Tenochtitlan. Jaguar_knight was walking when Ehecatl (god of the wind) blew and an old tree collapsed injuring badly Jaguar_knight. Princess went in search of some medical plants and cured Jaguar_knight. As a result Jaguar_knight was very grateful to Princess. Jaguar_knight rewarded Princess with some cacauatl (cacao beans) and quetzalli (quetzal) feathers.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #4

Mr Madd was born in Liverpool in 1840. Mr Madd was an inventor. For many years people thought Mr Madd was a crazy man. However, after years of experiments, Mr Madd finally discovered what it was called "gas-xyz". Gas-xyz was able to freeze food. This was important because in those days refrigerators had not been invented yet. Mr Madd went to London to register his discovery. However, in Mr Madd's way to London some thieves stole the tank containing gas-xyz. Mr Madd was worried because, when not used properly, the gas could kill human beings. Mr Madd followed the thieves to Brighton. Mr Madd tried to recuperate gas-xyz. But the horse that was carrying the tank which contained gas-xyz got afraid, made an abrupt movement which produced that the tank be loosened, and the tank went down the hill towards Brighton's school. Mr Madd ran after the tank. Children were playing in the garden. Mr Madd shouted to the children to run. Children thought Mr Madd was playing with a funny long toy. Suddenly, the tank containing gas-xyz crashed into a huge rock and exploded. Nobody was injured. Mr Madd lost the gas-xyz, but Mr Madd was a Brighton's hero. Nowadays, one can find by the pavilion a hidden small plaque which, due to a spelling mistake, says "Thanks Mr Mad".

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #5

Although at the beginning Princess did not want to admit it, Princess fell in love with Tlatoani. For long time Tlatoani and Lady had been flirting. Now, openly they accepted the mutual attraction they felt for each other. Princess hated Lady.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #6

Once upon a time there was a lady of the court named Jennifer. Jennifer loved a knight named Grunfeld. Grunfeld loved Jennifer.

Jennifer wanted revenge on a lady of the court named Darlene because she had the berries which she picked in the woods and Jennifer wanted to have the berries. Jennifer wanted to scare Darlene. Jennifer wanted a dragon to move towards Darlene so that Darlene believed it would eat her. Jennifer wanted to appear to be a dragon so that a dragon would move towards Darlene. Jennifer drank a magic potion. Jennifer transformed into a dragon. A dragon moved towards Darlene. A dragon was near Darlene.

Grunfeld wanted to impress the king. Grunfeld wanted to move towards the woods so that he could fight a dragon. Grunfeld moved towards the woods. Grunfeld was near the woods. Grunfeld fought a dragon. The dragon died. The dragon was Jennifer. Jennifer wanted to live. Jennifer tried to drink a magic potion but failed. Grunfeld was filled with grief.

Jennifer was buried in the woods. Grunfel became a hermit.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Narrative #7

Jaguar_knight was an inhabitant of the great Tenochtitlan. Princess was an inhabitant of the great Tenochtitlan. From the first day they met, Princess felt a special affection for Jaguar_knight. Although at the beginning Princess did not want to admit it, Princess fell in love with Jaguar_knight. Princess respected and admired Artist because Artist's heroic and intrepid behaviour during the last Flowerly-war. For long time Jaguar_knight and Princess had been flirting. Now, openly they accepted the mutual attraction they felt for each other. Jaguar_knight was an ambitious person and wanted to be rich and powerful. So, Jaguar_knight kidnapped Artist and went to Chapultepec forest. Jaguar_knight's plan was to ask for an important amount of cacaoatl (cacao beans) and quetzalli (quetzal) feathers to liberate Artist. Princess had ambivalent thoughts towards Jaguar_knight. On one hand princess had strong feelings towards Jaguar_knight but on the other hand Princess abominated what Jaguar_knight did. Suddenly, the day turned into night and after seconds the sun shone again. Princess was scared. The Shaman explained to Princess that Tonatiuh (the divinity representing the sun) was demanding Princess to rescue Artist and punish the criminal. Otherwise Princess's family would die. Early in the Morning Princess went to Chapultepec forest. Princess thoroughly observed Jaguar_knight. Then, Princess took a dagger, jumped towards Jaguar_knight and attacked Jaguar_knight. Jaguar_knight was shocked by Princess's actions and for some seconds Jaguar_knight did not know what to do. Suddenly, Princess and Jaguar_knight were involved in a violent fight. In a fast movement, Jaguar_knight wounded Princess. An intense haemorrhage arose which weakened Princess. Jaguar_knight felt panic and ran away. Thus, while Tlahuizcalpantecuhtli (the god who affected people's fate with his lance) observed, Princess cut the rope which bound Artist. Finally, Artist was free again! Princess was emotionally affected and was not sure if what Princess did was right. Princess was really confused. The injuries that Princess received were very serious. So, while praying to Mictlantecuhtli (the lord of the land of the dead) Princess died.

*** Based on the narrative you have just read, evaluate the following aspects:

-Narrative flow and coherence:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Narrative structure:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Story content:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Suspense:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-Overall quality as a framework for a short story:

a)very good b)good c)adequate d)poor e)very poor

Answer:

-How much do you like this narrative?

a)a lot b)quite a lot c)a little d)not a lot e)not at all

Answer:

Section 2. GENERAL EVALUATION :

Number each of the narratives in Section 1 assigning number one to the best and number seven to the worse.

1. Narrative # (the best)
2. Narrative #
3. Narrative #
4. Narrative #
5. Narrative #
6. Narrative #
7. Narrative # (the worse)

Would you like to make any comments about the narratives you have read?