

Εφαρμογή των Η/Υ σε νοηματική ανάλυση αφηγημάτων

Social media

Fake news

9th International Workshop on Narrative and Hypertext

Workshop website: <http://nht.ecs.soton.ac.uk/2021/>

Description:

This workshop aims to provide an interdisciplinary forum to bring together individuals from the humanities and technological communities to share work and discuss state-of-the-art research on narrative from both a technical and aesthetic perspective. The focus of this year's workshop will be "The Narrative Systems and Interactive Digital Narrative Research Community," which covers **hypertext, interactive storytelling, electronic literature, game based storytelling, and computational narrative**.

Report on the third international workshop on narrative extraction from texts

Abstract

The Third International Workshop on Narrative Extraction from Texts (Text2Story'20 [<https://text2story20.inesctec.pt/>]) was held on the 14th of April 2020, in conjunction with the 42nd **European Conference on Information Retrieval (ECIR 2020)**. During the course of the day, an average of more than 60 attendees had the opportunity to follow-up and discuss the recent advances in **extraction and formal representation of narratives**. The workshop consisted of two invited keynotes and thirteen paper presentations. The proceedings of the workshop are available online at <http://ceur-ws.org/Vol-2593/>

A survey on narrative extraction from textual data

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Abstract Narratives are present in many forms of human expression and can be understood as a fundamental way of communication between people. Computational understanding of the underlying story of a narrative, however, may be a rather complex task for both linguists and computational linguistics. Such task can be approached using natural language processing techniques to automatically extract narratives from texts. In this paper, we present an in depth survey of narrative extraction from text, providing a establishing a basis/framework for the study roadmap to the study of this area as a whole as a means to consolidate a view on this line of research. We aim to fulfill the current gap by identifying important research efforts at the **crossroad between linguists and computer scientists**. In particular, we highlight the importance and complexity of the **annotation process**, as a crucial step for the training stage. Next, we detail methods and approaches regarding the identification and extraction of **narrative components, their linkage and understanding of likely inherent relationships**, before detailing **formal narrative representation structures** as an intermediate step for visualization and data exploration purposes. We then move into the narrative evaluation task aspects, and conclude this survey by highlighting important open issues under the domain of narratives extraction from texts that are yet to be explored.

Aaron Balick THE PSYCHODYNAMICS OF SOCIAL NETWORKING
Connected-up Instantaneous Culture and the Self (2013)

CHAPTER FIVE Being in the mind of the other

“ ... In many ways, as we have discussed above, the online environment operates as an extension of the self where aspects of the self are put online and then responded to by others. These objects (whether they be aspects of the ego, false self, persona, etc.) are seeking something: recognition. As the self is multiply constructed by these objects, it is likely that the recognition needs of each object or self-state may be different; in other words, **a single individual may be motivated to seek various forms of recognition, some of which may be at odds with others.**

By going into an online social environment, the individual is seeking to be in the mind of the other, although, in this case, the other is also multiple, both in terms of their own object relational worlds and of all the possible other individuals within the total online environment. Hence, the self extends into a virtual space that is somewhat unknowable, multiply constructed, and outside of an individual's control, making such an environment liable to invite mechanisms of the ego to seek control. The unconscious dialogue here might be something like:

How do I remain in the mind of the other(s) in a way that feels safe and gratifying to me?
How is the other represented to me and what sense do I make of how they reside in my mind?

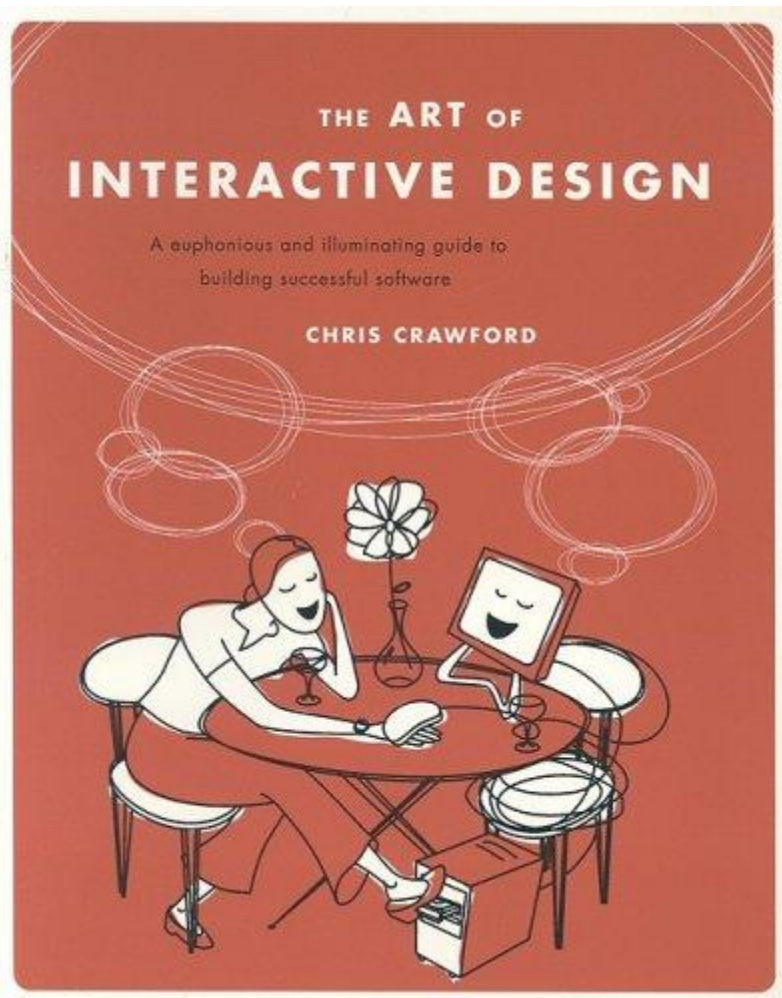
How can I control how I can best show up online (and thereby in the mind of the other[s])?

Role - playing games: ανάλυση σεναρίων

Chris Crawford, The Art of Interactive Design: A Euphonious and Illuminating Guide to Building Successful Software (2002)

"... The only substantial difference between the telephone conversation and the computer interaction is the level of abstraction in the communication. The software designer does not provide the specifics of the interaction, but the rules under which those specifics are determined. The fact of abstraction does not alter the underlying reality: the user is interacting with the designer.

Recognizing your true role as designer makes it easier to visualize the nature of your relationship with your user. You are imprisoned inside the computer, unable to see or hear her. You can hear only her keystrokes and mouse clicks; you can speak to her only by means of video images and sound effects. Much cleverness will be required for you to carry out a successful interaction with your user. Just don't ever forget: the user is interacting with your algorithms, your ideas—with you."



Έννοιες από:

Αφηγηματολογία

Κοινωνιολογία - Ψυχολογία - Πολιτική Επιστήμη

Θεωρητική προσέγγιση

Μαθηματική Λογική - Modal Logic

Θεωρία Παιγνίων

Γραφήματα - Αλγόριθμοι - Αυτόματα