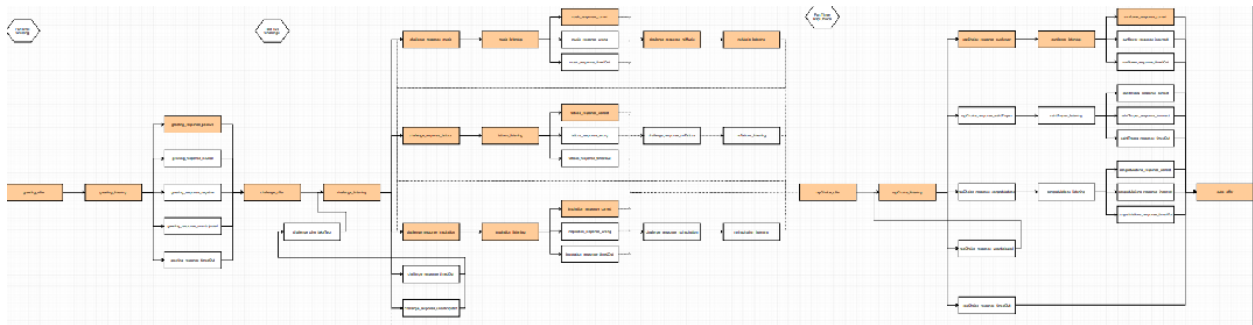


Narrative Design - Dimitri Conversation



[Link to Flowchart](#)

Design Goals -

Dimitri is a mascot character all about building hype. The goal of this conversation is to offer an informal quiz that teaches players obscure facts about the artist Dimitri represents. This conversation is intended to feel casual and friendly, and players should walk away with a feeling of “Wow! I got to talk to a cartoon! That was really cool!”

Golden path, represented above by orange nodes, represents the minimum-viable path through the experience. The middle section of the graph (shown with three separate rows highlighted in orange) is looped, and will be explained on page two, item three of this doc)

Flow -

The conversation with Dimitri is split into three distinct sections.

1. The first section is a simple introduction. Dimitri asks how you're doing, and responds to positive, negative, and neutral responses.
2. The second section is a complex, nonlinear quiz with three possible questions. Dimitri offers three topics to quiz the player on, and the player must choose one of them. After the first question, the player is offered one of the remaining two, and after the second, the third question begins automatically.
3. The last section is a karaoke section, where Dimitri offers to play one of three songs for the player, and sings and dances along with them. At the end of this section, voice recognition will determine whether the player has done a good or bad job, and Dimitri will react appropriately.
4. At the end of section three, Dimitri asks if this was all he needed to do, and then flies away.

Design Considerations -

This conversation is designed for a voice interface through a mobile phone. Users speak to Dimitri in whatever words are natural to them, and Dimitri must respond appropriately. This required several design concessions be taken into account.

1. The first design consideration taken into account is in choosing questions. Because users can say anything that they want, dialogue must be written specifically to subconsciously suggest what the user should say. Instead of "What song do you want to hear?" we instead must say "Would you like to hear Song A, Song B, or Song C?". The exception to this is when a response is built-in socially. When asked "How are you doing?" we can assume that responses will be positive, negative, or neutral, and cater responses for each of those. At this point difficulty is simply in filling the response triggers with the appropriate list of words to catch all responses. This is aided, in our case, by a Natural Language Understanding algorithm
2. The second design consideration is that because players can respond in any way, every question must offer responses to nonsensical responses, as well as silence. Designing for nonsensical (or off-topic) responses means suggesting an answer for the player, in most cases, or simply a confused response, depending on the character. Designing for silence is more complex as we must decide how this character will respond to silence. In the case of Dimitri, we have him say "Hellooooooooo! Anybody home?!". Time is also a major factor in these silent responses, humans tend to find silence awkward after about 3 seconds, so that's around the time our characters must offer a silent response if we want to feel natural.
3. The third design consideration is specifically for this conversation. Because we wanted the quiz section to be open-ended, we had to design dialogue around multiple routes. The first and third times you are asked a question are simple. However, the second time Dimitri must offer the player the two remaining quiz options, without repeating the already taken one. We design these conversations as nodes. Initially Dimitri asks "What do you wanna talk about, X, Y, or Z?" And then we proceed directly to that state. After that state, we must find which state we're in and then proceed to the second question state associated with it. Once the second question state is complete, we can return to the last remaining of the original three states, but this time without any special considerations. Designing this sequence linearly meant considering it like a time loop. Thus, the graph at the start of this document is condensed during this sequence. The "Golden Path" is represented in orange nodes, and through them you can see the progression if the top row is chosen first, progresses through a special "second question" series of states, then then into the second and third rows.