

The 2017 Workshop on Non-Player Characters and Social Believability in Games

Closing Remarks

FDG 2017

14 August 2017

<http://www.npc-workshop.org/2017.php>

Proceedings

In the conference proceedings

See the [ACM Digital Library](#).

Slides and Author Contact Information

Mike Treanor: treanor@american.edu,  [@mike_treanor](https://twitter.com/mike_treanor)

Hannah Morrison: hmorris3@ncsu.edu

Jonathan Lessard: jonathan.lessard@concordia.ca

Christoph Salge: christophsalge@gmail.com

Authors: [shares slides please? organizers@npc-workshop.org](mailto:shares_slides_please?_reply=organizers@npc-workshop.org)

Themes of the Day

Generative and contextual content and reasoning.

Authorial burden was the commonly-approached problem

Systems generate input for natural language generation.

Authors are still in the pipeline but they may need to produce more technical content. How can our systems be more friendly?

Research meant for games including complete, exploratory, and in-progress works.

Help make the workshop even better.

Have ideas, feedback, questions?

Want to get involved?

Feel free to contact us:

Organizers: organizers@npc-workshop.org

Henrik: henrik.warpefelt@speldesign.uu.se

Josh: jamccoy@udavis.edu,  [@deftjams](#)

Thanks and see you next time!

We appreciate your support and participation,

Henrik Warpefelt - Assistant Professor, Uppsala University

Harko Verhagen - Associate Professor, Stockholm University

Mirjam Eladhari - Assistant Professor, Södertörn University

Josh McCoy - Assistant Professor, UC Davis

Magnus Johansson - Assistant Professor,, Uppsala University

James Ryan - PhD candidate, University of California, Santa Cruz