

scopus (2)

Comment	Authors	Title	Year
	Scott D.R.	The multilingual generation game: Authoring fluent texts in unfamiliar languages	1999
Too old	Scheutz M., Römmer B.	Autonomous avatars? From users to agents and back	2001
	Fujisawa M., Saito S., Okumura M.	Automatic commentary system based on multiple viewpoints with different amount of information	2004
	Wang C., Seneff S.	High-quality speech translation in the flight domain	2006
Template based authoring aids. Might be useful.	Strong C.R., Mehta M., Mishra K., Jones A., Ram A.	Emotionally driven natural language generation for personality rich characters in interactive games	2007
Curious to see how this works. Might show how interactive fiction has developed over the years. Too bad it's from 2007.	Szilas N., Barles J., Kavakli M.	An implementation of real-time 3D interactive drama	2007
Older paper that shows clear links with NLG community.	Strong C.R., Mateas M.	Talking with NPCS: Towards dynamic generation of discourse structures	2008
Useable for NPC dialogue. Sounds useful.	Strauss M., Kipp M.	ERIC: A generic rule-based framework for an affective embodied commentary agent	2008
Combination of templating and simple-NLG.	Caropreso M.F., Inkpen D., Khan S., Keshtkar F.	Novice-friendly natural language generation template authoring environment	2009
About NLG for instruction giving. Part of GIVE challenge. Is 2009 too old?	Boer Rookhuiszen R., Theune M.	Playful vs. serious instruction giving in a 3D game environment	2009
What's the difference between this paper and the other paper from Caropreso?	Caropreso M.F., Inkpen D., Khan S., Keshtkar F.	Automatic generation of narrative content for digital games	2009
Useful for generating dialogue and advice from NPCs.	Van Deemter K.	What game theory can do for NLG: The case of vague language	2009
Paper by my supervisor.	Rookhuiszen R.B., Theune M.	Generating instructions in a 3D game environment: Efficiency or entertainment?	2009
	Kelly C., Copestake A., Karamanis N.	Investigating content selection for language generation using machine learning	2009
Another paper by Klabunde that uses formal modeling.	Klabunde R., Kornrumpf A.	User-tailored document planning - A game-theoretic approach	2010
	Benotti L., Bertoa N.	From game tutorials to game partners using natural language generation techniques	2011
	Narayan K.S., Isbell C.L., Roberts D.L.	DEXTOR: Reduced effort authoring for template-based natural language generation	2011
Short version of another paper by Benotti.	Benotti L., Bertoa N.	Content determination through planning for flexible game tutorials	2011
I hope this is based on an automatically extracted corpus.	Walker M.A., Grant R., Sawyer J., Lin G.I., Wardrip-Fruin N., Buell M.	Perceived or not perceived: Film character models for expressive NLG	2011