



Tracery2/Chancery

Kate Compton

CROSS Incubator (review!)

www.galaxykate.com/pdfs/kcompton-traceryCROSS-mar20.pdf

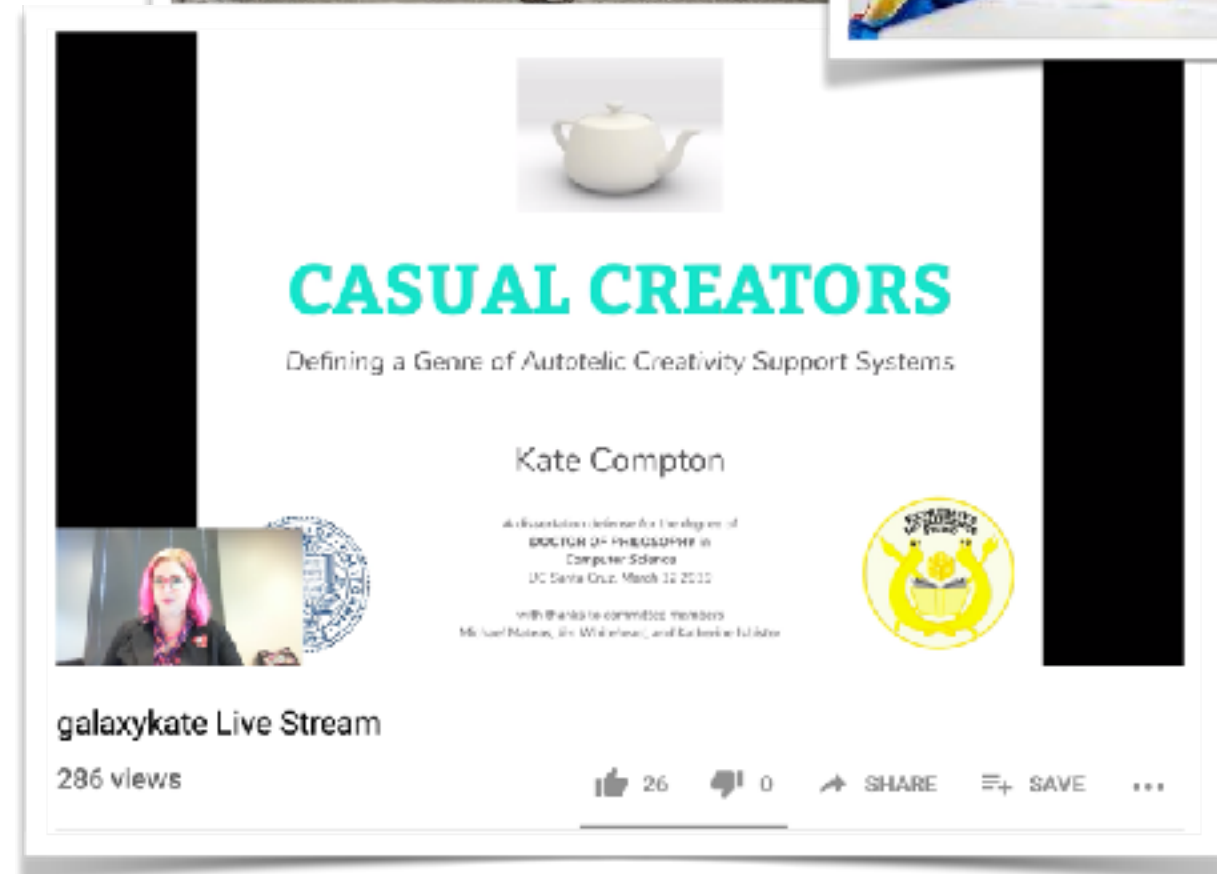
My research

Expressive Intelligence Studio

“Casual creators”

computational support for casual creativity

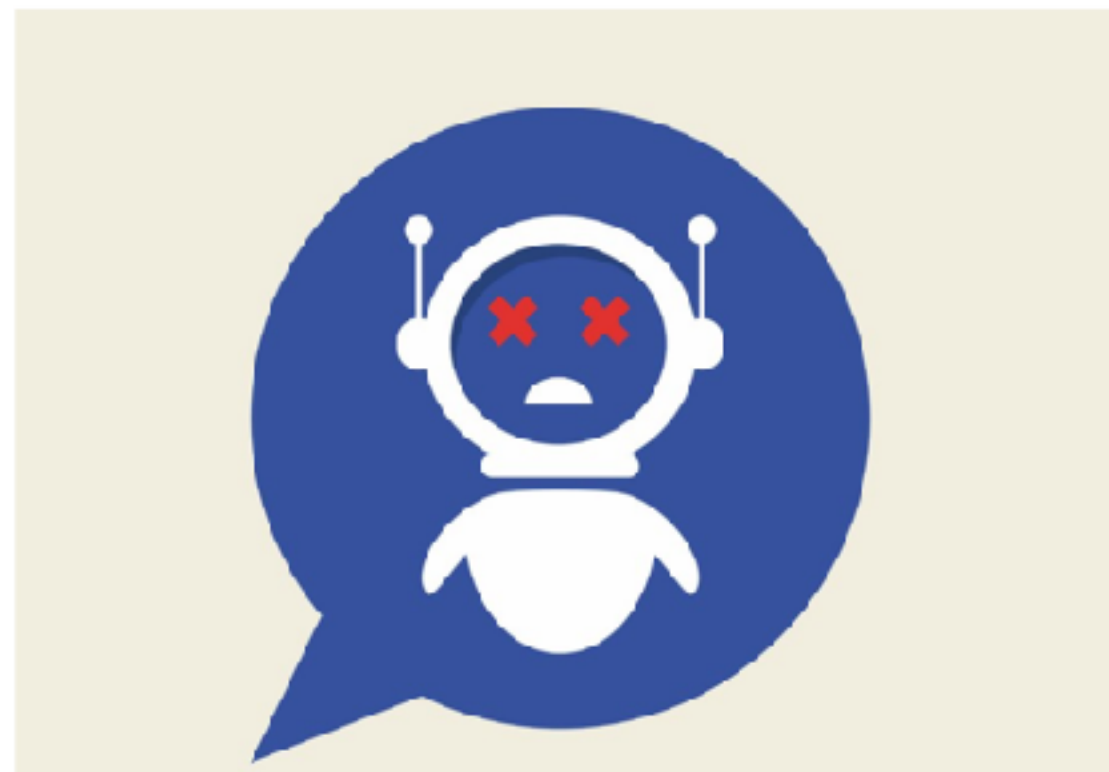
- Casual creativity is important
- Software(ish) systems can augment or support casual creativity
- Casual creators are a real genre, and we should make and study them



<http://tiny.cc/CasualCreatorsDefense>

ERIN GRIFFITH AND TOM SIMONITE BUSINESS 01.08.18 07:32 PM

FACEBOOK'S VIRTUAL ASSISTANT M IS DEAD. SO ARE CHATBOTS



5,898 views | Oct 10, 2018, 09:00pm

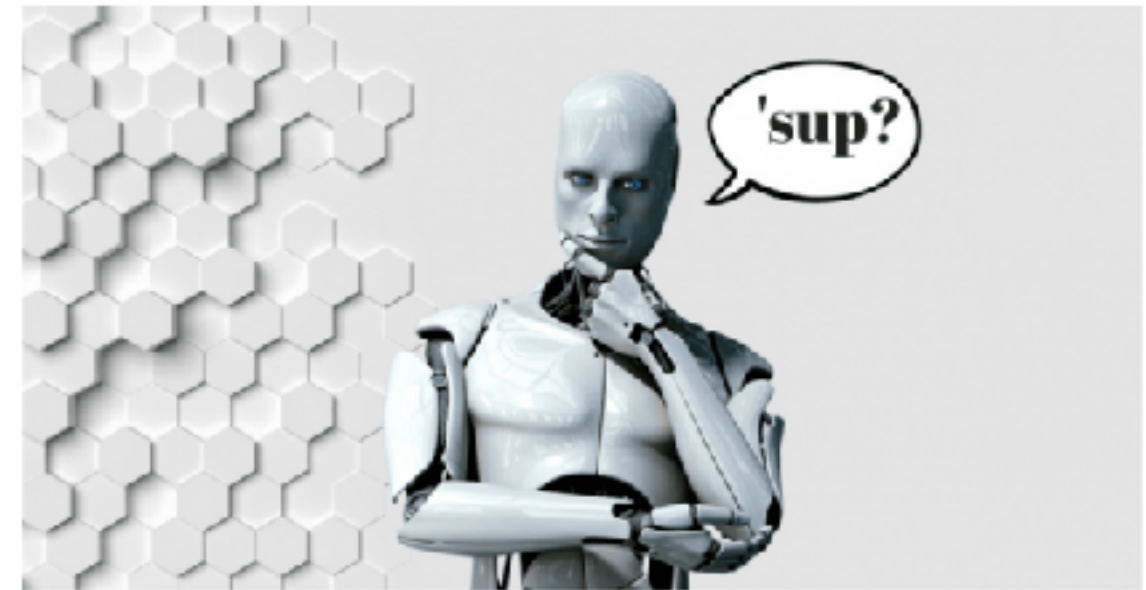
Chatbots Are Dead. Cloud Unicorn Intercom Is Betting AI Can Bring Them Back.



Alex Konrad Forbes Staff
Venture Capital

The \$24 billion chatbot industry sucks because it needs better AI

by OLDF MATHÉ — 8 months ago in CONTRIBUTORS



IH INDIE HACKERS

DECEMBER 7, 2018



Are chatbots dead?

VB

CHANNELS

EVENTS

NEWSLETTERS



Search

AI

GUEST

Chatbots aren't dead, but I wish they were

RICHARD SMULLEN, PYPESTREAM @RICHARDSMULLEN FEBRUARY 20, 2018 12:20 PM

-  **Endless Screaming**  [@infinite_scream](#) · 56m
AAAAAAAAAAAAAAAAAAAAHHHHH
1 5 29
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AHHHHHHH
1 12
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AAAAAAAAAAAAHHHHHHHHHH
5 15
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AAAAAAAAAAAAAAAAAAAAHHHHHHHHHHHHHHHH
2 12 42
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AAAHHHHHHHHHHHHHH
3 19
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AAHHHHHH
2 2 19
-  **Endless Screaming**  [@infinite_scream](#) · 1h
AAAAAAAAAAAAAAAAAAAAHHHHHHHH
5 30
-  **Endless Screaming**  [@infinite_scream](#) · 2h
AAAAAAAAAAAAAAAAAAAAHHHH
2 11 42
-  **Endless Screaming**  [@infinite_scream](#) · 2h
AAAAHHHHHHHHHHHHHHHHHH
6 18
-  **Endless Screaming**  [@infinite_scream](#) · 2h
AAAAAAHHHHHHHHHH
1 7 17

 **Low Gravitas Warning Signal** [@NoraReed](#) · Sep 17
Replying to [@NoraReed](#) and [@GalaxyKate](#)
I'm so incredibly grateful that you've made this thing and one of the coolest parts of this weird internet **life** I've made is that I get to show it to people and see what they do with it. I stan **Tracery** forever

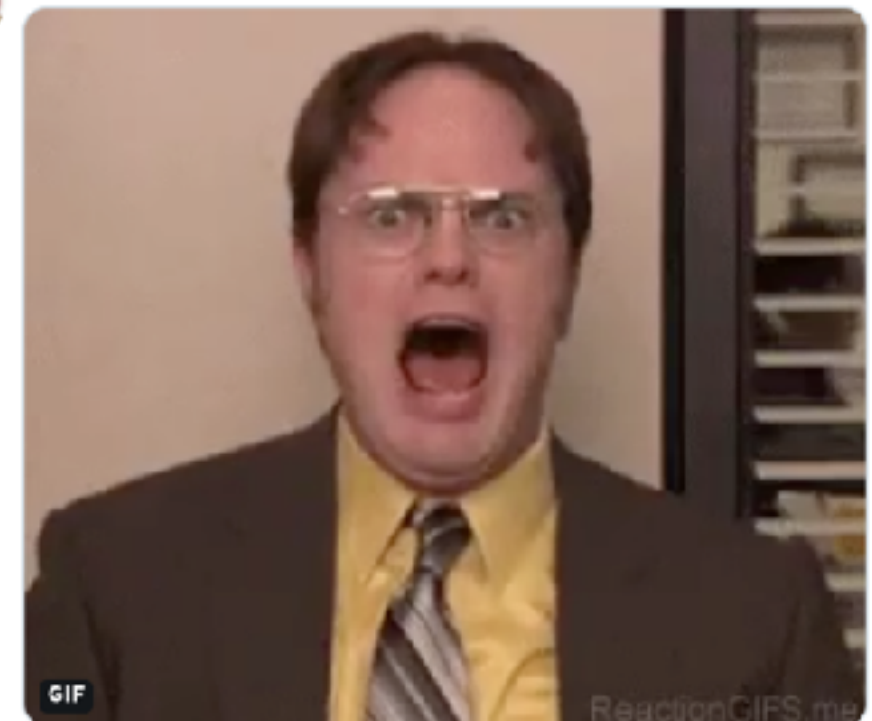
1 1

 **Low Gravitas Warning Signal** [@NoraReed](#) · Sep 17
Replying to [@GalaxyKate](#)
Tracery has literally changed my **life**. It lets me access a part of my creativity that does weird and wonderful stuff that I couldn't get down on paper without it, and it allows me to create works that-- with the RNG-- surprise and delight me.

1 9

 **Endless Screaming**  [@infinite_scream](#) · 1h
AAHHHHHH
2 2 19

 **Johnny's Tavern** [@JohnnysTaverns](#) · 1h



1

 **Endless Screaming**  [@infinite_scream](#)

Replying to [@JohnnysTaverns](#)

AAAAAAHHHHHHH

CROSS confidential

Letting people build bots

A bunch of 'art bots' got swept up in Twitter's political crackdown



Mashable Culture

These 2 bots stuck in a loop with each other is Twitter at its finest

Share on Facebook Share on Twitter

BY SAM HAYSON JUN 08, 2018

Somewhere in the never-ending ether of the net, two Twitter bots are having a cheerful, never-ending conversation with each other.

SEE ALSO: [Twitter's new troll filtering might actually prevent more abuse than any ban](#)

In one corner we have @infinite_scream, a bot created by Nora Reed for the sole purpose of endlessly screaming into the void. If you tweet at the bot, it'll respond like this:

uww @uwuhyen · Jun 8, 2018

@infinite_scream hello

Endless Screaming 🗣️🗣️🗣️ @infinite_scream

AAAAAAAAAAAAAAAAHHHHHHHHHHHH

2 2:00 AM · Jun 8, 2018

Emojis Are Art in This Twitter Bot ASCII Gallery

Tiny Gallery tweets a new emoji art "exhibition" every six hours.

By Robert Barry Feb 16 2018, 4:50am



Not all Twitter bots are bad

An ode to the best of the automated accounts.

By Eleanor Cummins October 26, 2018

TECHNOLOGY

LA QuakeBot @earthquakeLA 17h

A 1.5 magnitude earthquake occurred 2.49mi SE of Home Gardens, CA. Details: [wpbot.com/YBq Map](#)

33°50'54.8"N 117°29'32.4"W

LA QuakeBot @earthquakeLA 18h

A 1.2 magnitude earthquake occurred 1.86mi SW of San Bernardino, CA. Details: [wpbot.com/YBV Map](#)

34°06'19.8"N 117°18'54.6"W

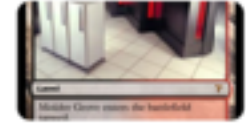
LA QuakeBot @earthquakeLA 19h

A 1.5 magnitude earthquake occurred 2.49mi SSE of Home Gardens, CA. Details: [wpbot.com/YBx Map](#)

33°50'30.8"N 117°30'18.6"W

RoboRosewater @RoboRosewater... Oct 13

Molder Grove



soft landscapes @softlandscapes 2h



RoboRosewater @RoboRosewater... Sep 29

Goblin Scavenger



soft landscapes @softlandscapes 8h



RoboRosewater @RoboRosewater... Sep 25

Litcalan Reath



soft landscapes @softlandscapes 10h



The Twitter bots that make the internet a little bit nicer

Why the Infinite Scream Twitter Account Stopped Screaming to Comment on the Impeachment Inquiry

By AARON MAK

SEPT 26, 2019 · 3:08 PM

USERS

Tracery

Tracery.js:

an easy-to-use

text-templating

context-free-grammar

language & library

```
grammar = Tracery.createGrammar({
  color: ["red", "silver", "blue"],
  animal: ["moose", "okapi", "otter", "cat"],
  coolAnimal: ["#color# #animal#"],
  place: ["beach", "CROSS meeting"]
})
grammar.flatten("The #coolAnimal# went to the #place#")
>> "The red cat went to the beach"
```

- Developed for a class assignment
- Open-sourced Nov 2014 *(129 forks, 1318 stars on github)*
- CheapBotsDoneQuick.com opens May 2015
 - run by George Buckenham in London *(with no permission or assistance from me, go opensource!)*
 - 7000+ active bots *(as well as ??? apps and ??? games)*
 - Runs most of Twitter's favorite bots
- Ports to Python, Java, C#, .NET.....LISP??



CROSS confidential

Tracery Ports

- **Common Lisp:** Steve Losh (<https://github.com/sjl/chancery>)
- **R:** DL Miller (<https://github.com/dill/traceRy>)
- **Rust:** Paul Woolcock (<https://docs.rs/tracery/0.1.0/tracery/>)
- **C# Unity:** Max Kreminski (<https://github.com/mkremins/TracerySharp>), 5ive Bullet Games (<https://www.assetstore.unity3d.com/en/#!/content/100911>), George Buckenham (<https://github.com/v21/unity-tracery>)
- **Ruby:** Eli Brody (<https://github.com/elib/tracery>)
- **Haxe:** Ciro Duran (<https://github.com/chiguire/traceryhx>)
- **Choba:** Jurie Horneman (<https://github.com/jhorneman/choba-tracery>)
- **Twine:** Matthew Balousek (<https://github.com/mrfb/twinecery>) "There are lots of cool sources of data out there. For example, dariusk/corpora. If you create a passage and tag it corpus, twinecery will do some importing for you."
- **Twine 2:** Michael Thomét (<https://github.com/incobalt/Trice>)
- **Lua:** Milan Gruner(<https://github.com/lemilonkh/moontrace>)
- **JVM:** Almas Baimagambetov (<https://github.com/AlmasB/grammy>)
- **Python:** Allison Parrish (<https://pypi.org/project/tracery/>)(<https://github.com/aparrish/pytracery>)
- **Swift:** Benzi Ahamed(<https://github.com/BenziAhamed/Tracery>) Also adds functions(modifiers with parameters) and calls (modifiers that don't change the returned value), which then was ported *back* to Javascript as Ephemeral by Martin Pichlmair (<https://github.com/martinpi/ephemeral>)
- **Node:** George Buckenham (<https://github.com/v21/tracery>)

Chancery

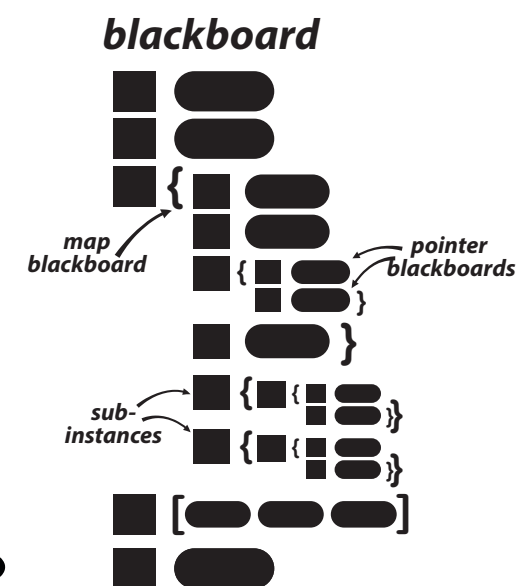
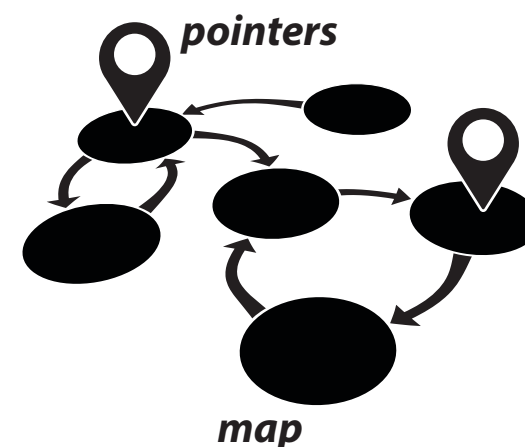
(formerly Bottery)

Tracery-style FSM syntax + JS simulation
library for multi-state conversational agents

*Developed for prototyping
chat apps for the Google Home*



- Finite-state conversational model
 - using Tracery for generative output
 - and input matching (no fuzzy matching!)
- Open-sourced Oct 2017 (<https://github.com/google/bottery>, Thanks to Calvin Ashmore, Chris Lewis, and the Google open source team)
 - Less mature & needed more work out-of-the-box than Tracery
- Usable revision is ready for release for this year's ProclJam (massive online generative jam)
- **Could this be Tracery-for-conversational-agents?**



Current ecosystem

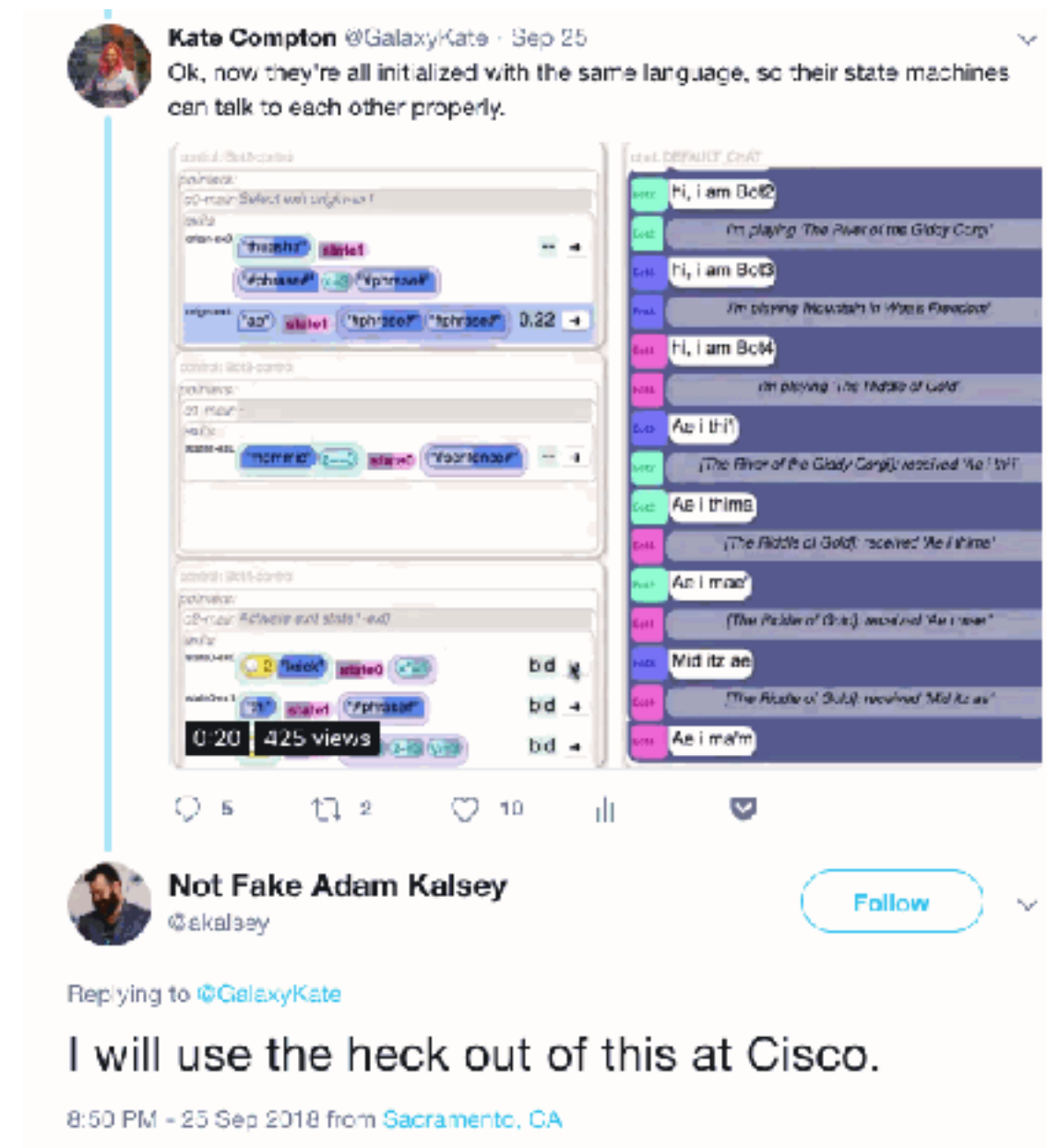
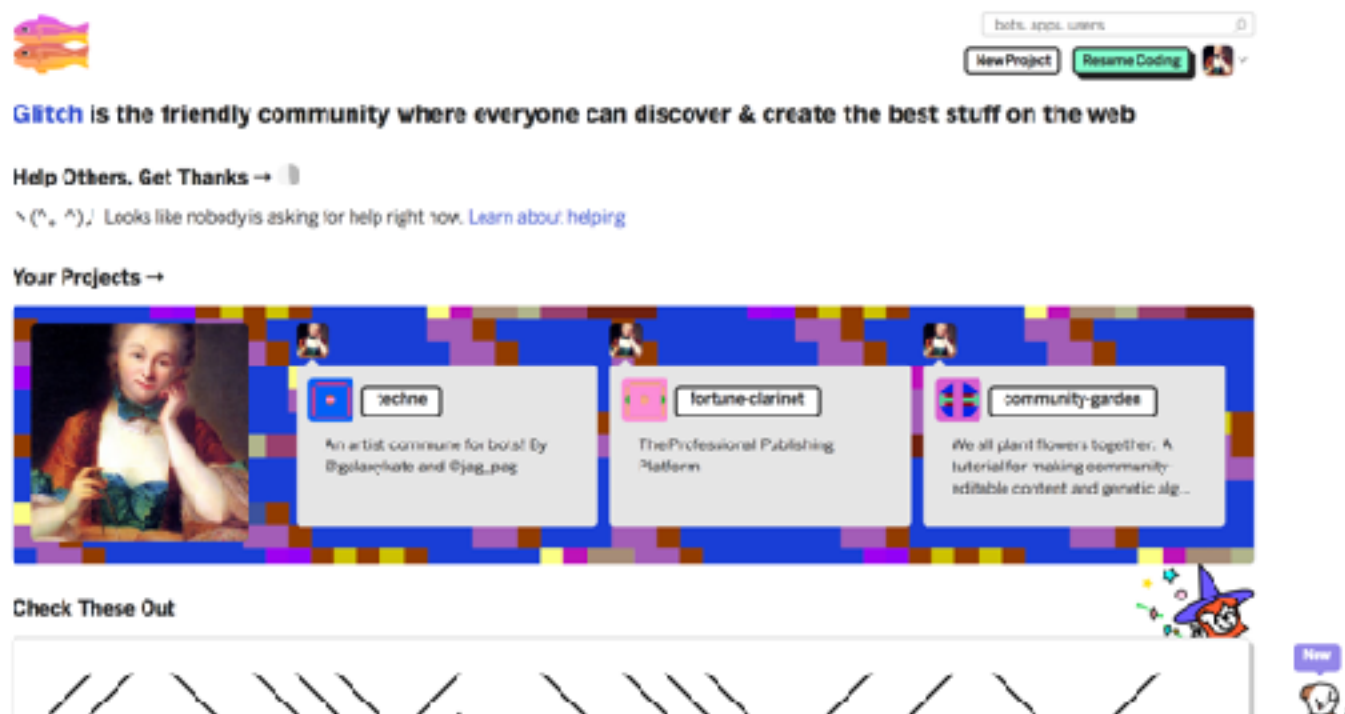
No place for small, interactive FSM-run chatbots (*and no **open** environment*)

- Twitter is an unreliable future platform for bots
- Voice and chat platforms are bot/app-underdeveloped, and *highly inaccessible to casual authors* (Alexa Skills, Google DialogFlow)
- Interactive fiction platforms exist but lack one or more of:
 - casual or short-form authoring
 - conversational interaction
 - hosting
 - openness
 - smarthome integration
 - (Twine, Choice of Games, Episode, StoryNexus, Inklewriter)



Create a hosting platform for conversational bots: **artbot.club**

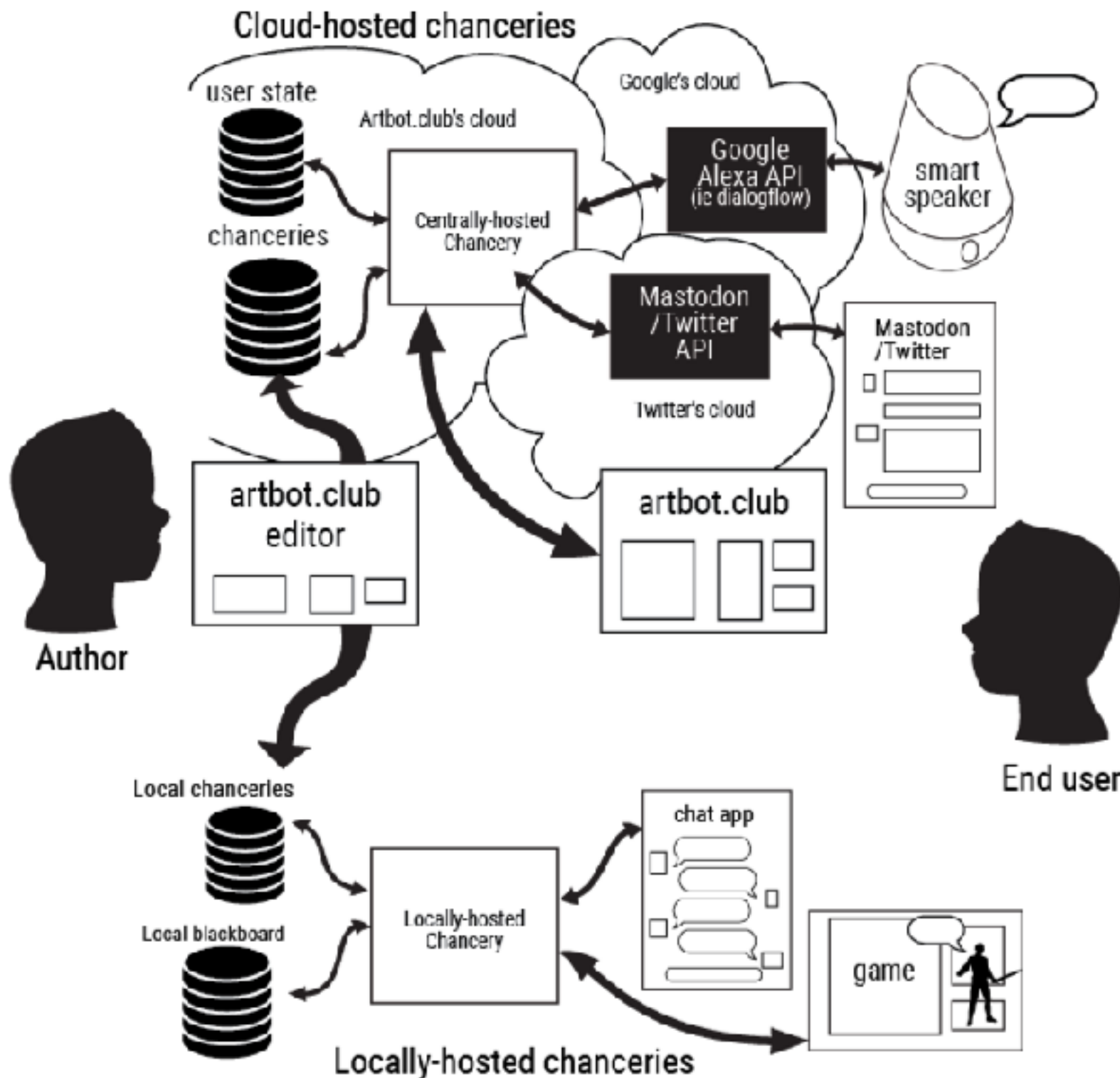
- Browse chancery bots
- Start a chatroom & converse with bots
- Add additional bots to the chatroom
- **Edit & author chancery bots**



← Social learning, visitors become creators

CROSS confidential

Hosting architecture



- Host a communal repository of chancery maps & serve them to visitors to play
- Maintain state between visits for multi-session chancery experiences
- Visitors can edit chancery maps, or author their own that others can play/edit.
- The chancery map data is **portable**: they can save it, paste it, use it in locally-hosted applications (open data)
- Create an intermediary between Google/Alexa/Mastodon/etc APIs and the user (***the Cheapbots pattern***)

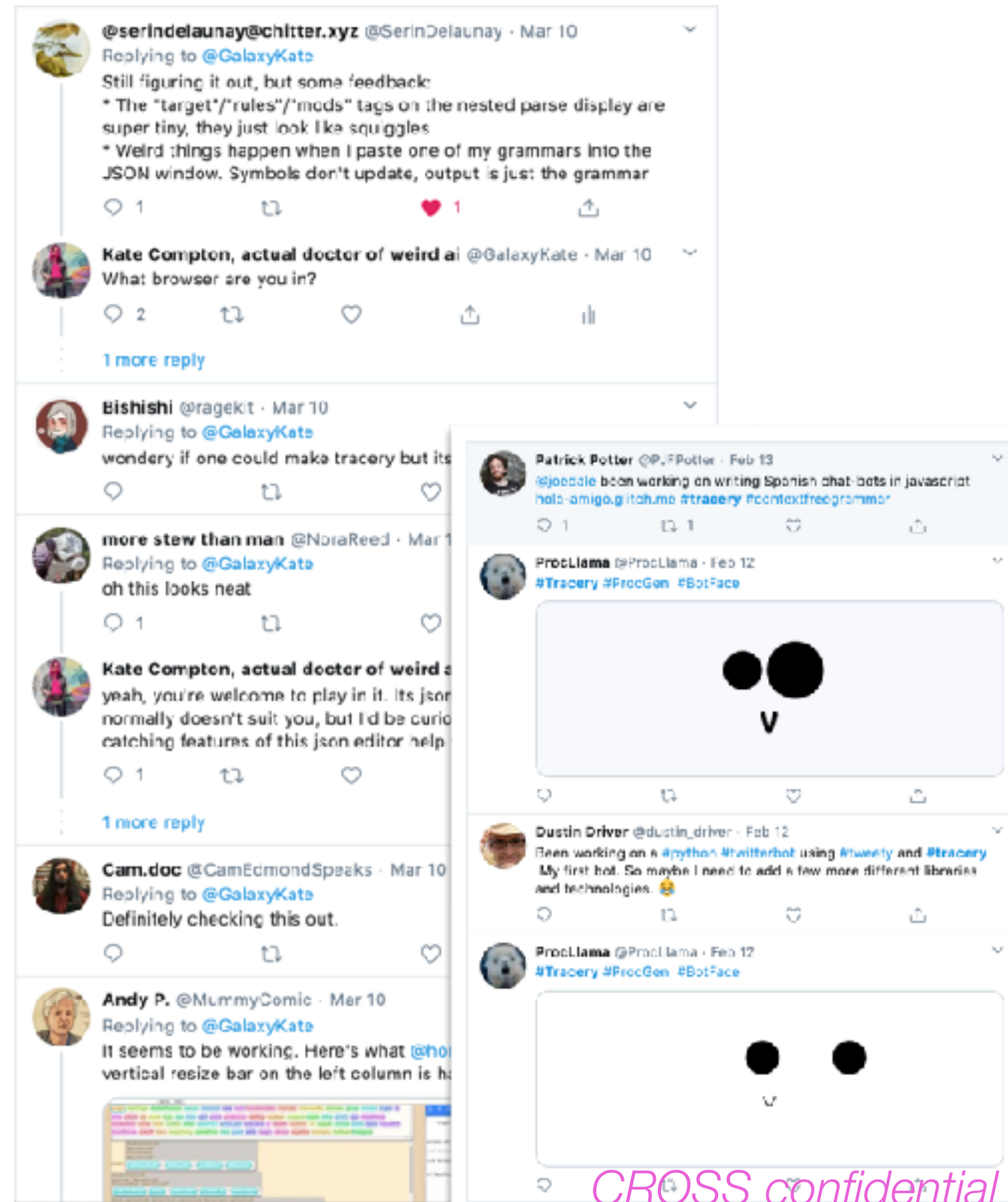
Interesting lessons

Twitter remains the most useful platform

- Not always the best (hashtag collision)
- Easy to miss comments and issues
 - Impossible to track followup
- Ideal for non-technical users, non-technical issues
 - Great for promoting user-developed materials (ports, tutorials, projects)
- Low engagement through academic papers!
 - High rate of entry through zines, brightspiral.com, classroom use

Moving away from Twitter

- Can I make the Wiki more conversational?
- Can I drive more traffic to the Wiki or Github?
- If people go to ArtBot.club, can I drive engagement with the project there?

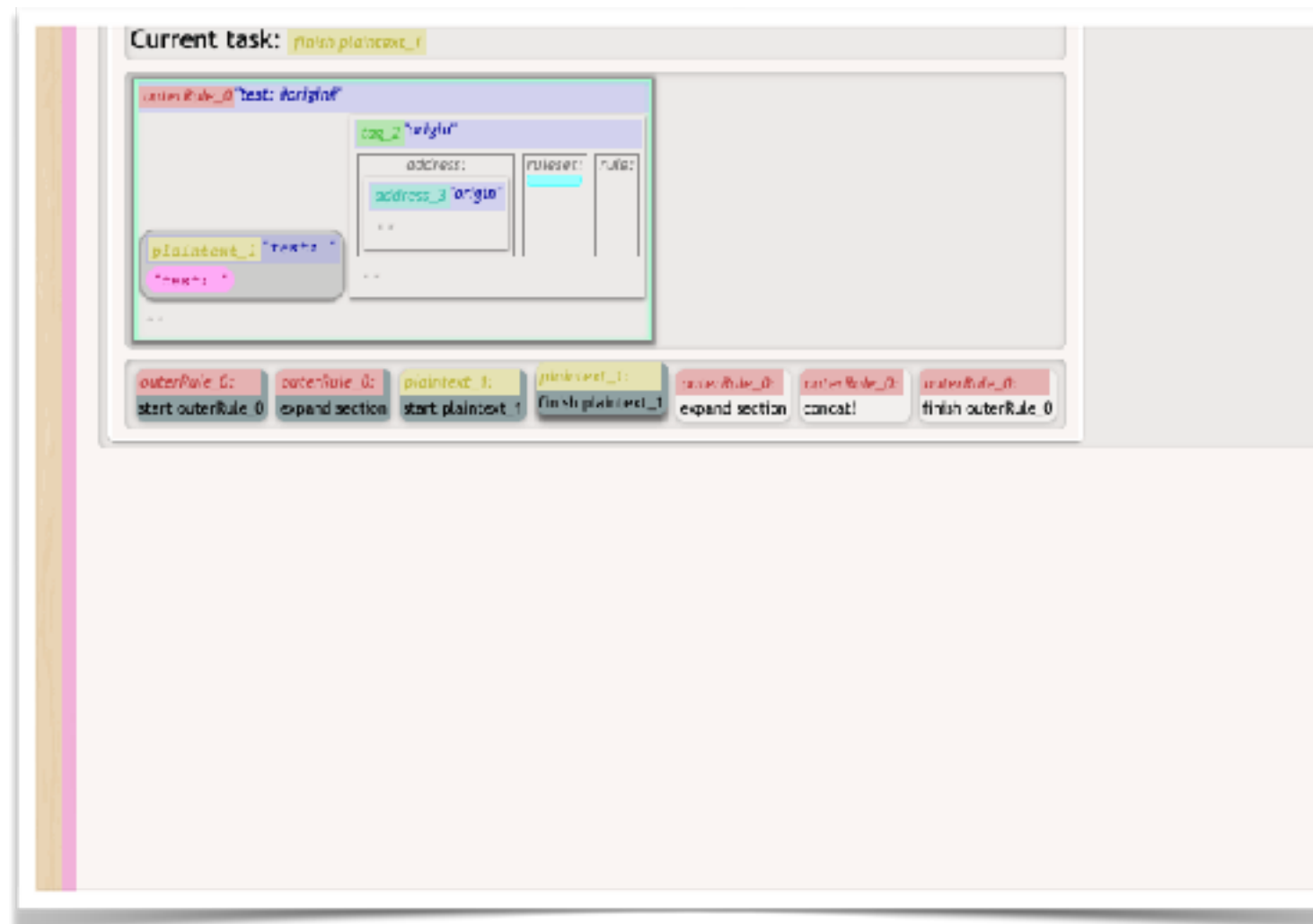


Interesting lessons

A language doesn't exist without a linter or visualization!

(at least for casual languages)

- Structure editors and linters are two sides of the same coin
- “what did I just write?”
- “how did you parse that?”
- Unless errors are displayed *during typing*, they are less helpful than syntax highlighting
 - **where** the error is is even more helpful than **what** it is
-



Interesting lessons

Who is an open source contributor?

- People who write the code
- People who write the documentation
- People who port the tool to other languages
- People who make connecting tools, pipelines, platforms
- People who write tutorials or teach workshops
- People who fundraise, organize or provide long-term stability
- People who make art with the tool

Useful things to have

- A site where people can put up art
- Or share source code (and link to remixes)
- Or annotate and curate lists

[illegible]

Kinds of outreach

- How can you reach people you don't have access to?
 - Different departments
 - Different fields
 - Different language
 - Different needs
 - Age/interest/community
- 
- A photograph of two young women in Girl Scout uniforms. They are both smiling and looking at a tablet computer that is lying on a table. The woman on the left is pointing at the screen. In the background, there is a wall decorated with colorful circular patterns and another person is partially visible.



Everyone is too busy

What is the absolute minimum time needed for someone to prove to themselves that your product works?

- journalist
- CTO / tech worker
- high-ranking professor
- new student

[illegible]

Progress

wiki.tracery.io

- Online!
- More contributions than github
 - Lower barrier to entry
 - Gives non-tech folks a way to contribute and curate
 - Possible partnership with [BotWiki.org](https://botwiki.org)

Ports

Name	Language	Link	Maintainer
PyTracery	Python	https://github.com/aparrish/pytracery	Allison Parrish
Moontrace	Lua	https://github.com/lemilokh/moontrace	Milan Gruner
Tracery	Swift	https://github.com/BenziAhamed/Tracery	Benzi Ahamed
Ephemeral	Swift	https://github.com/martinpi/ephemeral	Martin Pichlmair

Made with Tracery

Bots [\[edit\]](#)

Bot	Link	
Soft Landscapes	@SoftLandscapes	George Burt
Everyone's An AI	@everyonesai	Kate Compton
Tiny Gallery	@theTinyGallery	deerlutapas
Lost Tesla	@losttesla	Kate Compton
Beer Decoder	@BeerDecoder	Jeff McGowan
Games By Birds	@GamesByBirds	Matt Woelke
All the Typing	@allTheTyping	Serin Delaunay
Dada Poet	@DadaistTwitter	Serin Delaunay
Daily Piano Scales	@DailyPianoScale	Serin Delaunay
No hay bot!	@No_hay_bot	Serin Delaunay
Night Train to Robot Fine	@BotZoneCuba	Serin Delaunay (@SerinDelaunay)
Game Design Expert	@GameDesignXpert	Serin Delaunay (@SerinDelaunay)
Citizenship Database	@Open_Brothers	Serin Delaunay (@SerinDelaunay)
Robotto Sugar	@RobottoSugar	Serin Delaunay (@SerinDelaunay)
Kino	@KinoWalksInDance	Serin Delaunay (@SerinDelaunay)
Cross-serial dependencies	@anastribe @holstinspace	Serin Delaunay (@SerinDelaunay)
haxxybmpe	@bmphax @holstinspace	Serin Delaunay (@SerinDelaunay)
angry scribbles	@angry_scribbles @holstinspace	Serin Delaunay (@SerinDelaunay)
Five Sparrows on a Vampire	@OnAVampire	Martin Pichlmair (@martinpi) & Charlene Pulney (@alphachar)
Household Correlations	@householdcorrel	Martin Pichlmair (@martinpi) & Charlene Pulney (@alphachar)
Hailcookies	@hailcookies	Martin Pichlmair (@martinpi) & Charlene Pulney (@alphachar)
Nostradamus	@nostradamus	Martin Pichlmair (@martinpi)
@happymoonbot	@happymoonbot	Stefan Bohacek (@fourtonfish)

yes	
yes	?

When you want to put a comma in a variable [\[edit\]](#)

If you use a comma in Tracery's variable push syntax, it will be interpreted as elements. If you meant the symbol to be a single string that contains a comma Unicode. You can write it in Tracery as `\u201A`, or use the character directly. In most modern interfaces it will look like a comma, although in some older in In some versions of Tracery you can include a real comma in a variable push case`?` by hugovk:

```
'origin': '#defthing#The #WOISIT#a #thing#',
'defthing': [
  "[WOISIT:colour][things:colour]",
  "[WOISIT:animal][things:animal]"
],
'colour': "orange, blue and white",
'animal': "unicorn, raven and sparrow"
```

When you want a rule to have two different "modes" [\[edit\]](#)

Tracery allows you to change the value of a symbol by pushing or popping via the actions it performs, like evaluating another symbol or pushing another value. possible action, and switching them on or off by pushing/popping an empty string.

```
'list': "an apple",
'add_apple': "[list:an apple and #list#]",
'add_orange': "[list:#list# and an orange]",
'add_fruit': "#add_apple# #add_orange#",
'initialise': "[add_orange:]",
'orange_mode': "[add_orange:POP][add_apple:]",
'apple_mode': "[add_orange:][add_apple:POP]"
```

If you call `"#initialise#"`, you can then call `"#add_fruit#"` to enter a mode. Note that trying to enter apple or orange mode while already in it will break the other when called.

Progress

Testing

- Automated processing of 300 original CheapBotsDoneQuick
- Collecting a huge open-sourced database of Tracery grammars
 - Available for any researcher: great for external computational literature or programming language research
 - Currently in IRB exemption review
- A colleague in the UK is working on HCI-style user tests for Casual Creators (Tracery's umbrella project)
 - Look forward to results
 - What *is* usability for casual users?

```
tivemeaning', 'nine-of-coins-positive', 'nine-of-coins-negative', 'nine-of-coins-value', 'nine-of-coins-positivemeaning', 'nine-of-coins-negativemeaning', 'ten-of-coins-positive', 'ten-of-coins-negative', 'ten-of-coins-value', 'ten-of-coins-positivemeaning', 'ten-of-coins-negativemeaning', 'page-of-coins-positive', 'page-of-coins-negative', 'page-of-coins-value', 'page-of-coins-positivemeaning', 'page-of-coins-negativemeaning', 'knight-of-coins-positive', 'knight-of-coins-negative', 'knight-of-coins-value', 'knight-of-coins-positivemeaning', 'knight-of-coins-negativemeaning', 'queen-of-coins-positive', 'queen-of-coins-negative', 'queen-of-coins-value', 'queen-of-coins-positivemeaning', 'queen-of-coins-negativemeaning', 'king-of-coins-positive', 'king-of-coins-negative', 'king-of-coins-value', 'king-of-coins-positivemeaning', 'king-of-coins-negativemeaning', 'origin', 'card', 'positive-card', 'negative-card']
caesarsaled_fan:['name', 'action', 'pastaction', 'mood', 'story', 'question', 'noun', 'character', 'location', 'origin']
RealGoTspoilers:['origin', 'Exclamation', 'Character', 'Verbed', 'Evented', 'Place']
smartasslab:['FontSize', 'svegi', 'origin', 'hype', 'eka', 'toka', 'socialnetworkingwebsites', 'kolnas']
PotterPapers:['origin', 'titles', 'arkiv', 'europepmc']
boxvilleBot:['readme', 'BASEW', 'HALFW', 'BASEH', 'HALFH', 'HASH', 'origin', 'start', 'defs', 'comment', 'S32', 'X32', 'X32_2', 'X32_3', 'Y32', 'Y32_2', 'Y32_3', 'Y32_4', 'Y32_5', 'gridX32odd', 'gridX32even', 'gridY32odd', 'gridY32even', 'S16', 'X16', 'X16_2', 'X16_3', 'X16_4', 'X16_5', 'Y16', 'Y16_2', 'Y16_3', 'Y16_4', 'Y16_5', 'Y16_6', 'Y16_7', 'gridX16odd', 'gridX16even', 'gridY16odd', 'gridY16even', 'S8', 'X8', 'X8_2', 'X8_3', 'X8_4', 'X8_5', 'X8_6', 'X8_7', 'X8_8', 'X8_9', 'X8_10', 'Y8', 'Y8_2', 'Y8_3', 'Y8_4', 'Y8_5', 'Y8_6', 'Y8_7', 'Y8_8', 'Y8_9', 'Y8_10', 'Y8_11', 'gridX8odd', 'gridX8even', 'gridY8odd', 'gridY8even', 'S4', 'X4', 'X4_2', 'X4_3', 'X4_4', 'X4_5', 'X4_6', 'X4_7', 'X4_8', 'X4_9', 'X4_10', 'X4_11', 'X4_12', 'X4_13', 'X4_14', 'X4_15', 'X4_16', 'X4_17', 'X4_18', 'Y4', 'Y4_2', 'Y4_3', 'Y4_4', 'Y4_5', 'Y4_6', 'Y4_7', 'Y4_8', 'Y4_9', 'Y4_10', 'Y4_11', 'Y4_12', 'Y4_13', 'Y4_14', 'Y4_15', 'Y4_16', 'Y4_17', 'Y4_18', 'Y4_19', 'Y4_20', 'Y4_21', 'Y4_22', 'Y4_23', 'gridX4odd', 'gridX4odd2', 'gridX4even', 'gridX4even2', 'gridY4odd', 'gridY4odd2', 'gridY4even', 'gridY4even2', 'defCube32', 'defCube16', 'defCube8', 'defCube4', 'body', 'cubes32', 'cube32', 'cubes16', 'cube16', 'cubes8', 'cube8', 'cubes4', 'cube4', 'cube', 'trans32', 'trans16', 'trans8', 'trans4', 'background', 'lightColour', 'hexPairLight', 'hexDigit', 'hexDigitLight', 'digit', 'size', 'position', 'end']
cli_sp16:['origin', 'color']
Cinnabot_Island:['origin', 'message', 'pp_message', 'pp', 'pp_value', 'ones', 'tens', 'pokemon', 'moves']
DarkSoulsSays:['origin', 'quote']
mynewbandbot:['origin', 'adjective', 'noun', 'genre', 'group']
lo_18052016:['origin', 'description', 'things', 'people', 'place', 'platform1', 'platform2', 'purpose']
TheAugmentedEye:['emotion', 'action', 'hyperbole', 'reaction', 'reaction2', 'number', 'weirdThing', 'badThing', 'object', 'locationPrefix', 'ridiculousNumber', 'oddBehavior', 'adjective', 'familyMember', 'noun2', 'noun3', 'evilNoun', 'area']
```

Progress

ArtBot.Club is online! (in testing)

- Currently in informal testing
- Usability/accessibility is approaching best-practices
- Soliciting community feedback
- Tracery2 is *secretly* working behind the scenes
- *so many invisible but critical usability improvements*

Next steps

- Handle user-submitted bug reports and feature requests
- Account creation and social features on Monday (missed the cutoff for today)
- Tracery2 official launch
 - Clean & ship repo
 - Zine & tutorial
 - Documentation
- Next week: global Tracery tutorials online



Progress

**ARTBOT.Club**
a [GalaxyKate](#) project
supported by [CROSS](#)

mode:edit

browseuseredit

testTracery

save new

load from: examples testTracery

place firstNames lastNames object objAdj placeAdj placeType stuff

animal placeTypeBeach story origin

#foo.bar.baz.a# the local #placeType{biome.capitalize}#

place

foo bar baz a

placeType biome capitalize

#placeType.a# the #placeType.capitalize# of #stuff.capitalize#

placeType a

the placeType capitalize of stuff capitalize

the #placeType# of #placeAdj# #myAnimal.s#

the placeType of placeAdj

text origin 5 36MKDI

An okapi went to a ((foo)).bar.baz and did <i>various things</i> and found a fresh sun.

An okapi went to the local seaside and did <i>various things</i> and found an ornate chair.

An okapi went to the room of broken okapis and did <i>various things</i> and found a rusty ottoman.

A cat went to an inn and did <i>various things</i> and found an upside-down card.

A cat went to the house of loving cats and did <i>various things</i> and found an upside-down ottoman.

Text

{

"place": [

"#foo.bar.baz.a#",

"the local #placeType{biome.capitalize}#",

"#placeType.a#",

"the #placeType.capitalize# of #stuff.capitalize#",

"the #placeType# of #placeAdj# #myAnimal.s#"

],

"firstNames": [

"Steve",

"Michael",

"Michaela",

"Bob",

"Chloe",

"Zora",

"Nikki",

"Nia",

"Sal",

"Greta",

"Zola",

"Miki",

"Kendra",

"Kyle",

"Mike",

"Rob",

"April",

"Gregory",

"Nathaniel",

"Jim",

"Arnav",

"Noah",

"Daniel",

}

Ln:1 Col:1

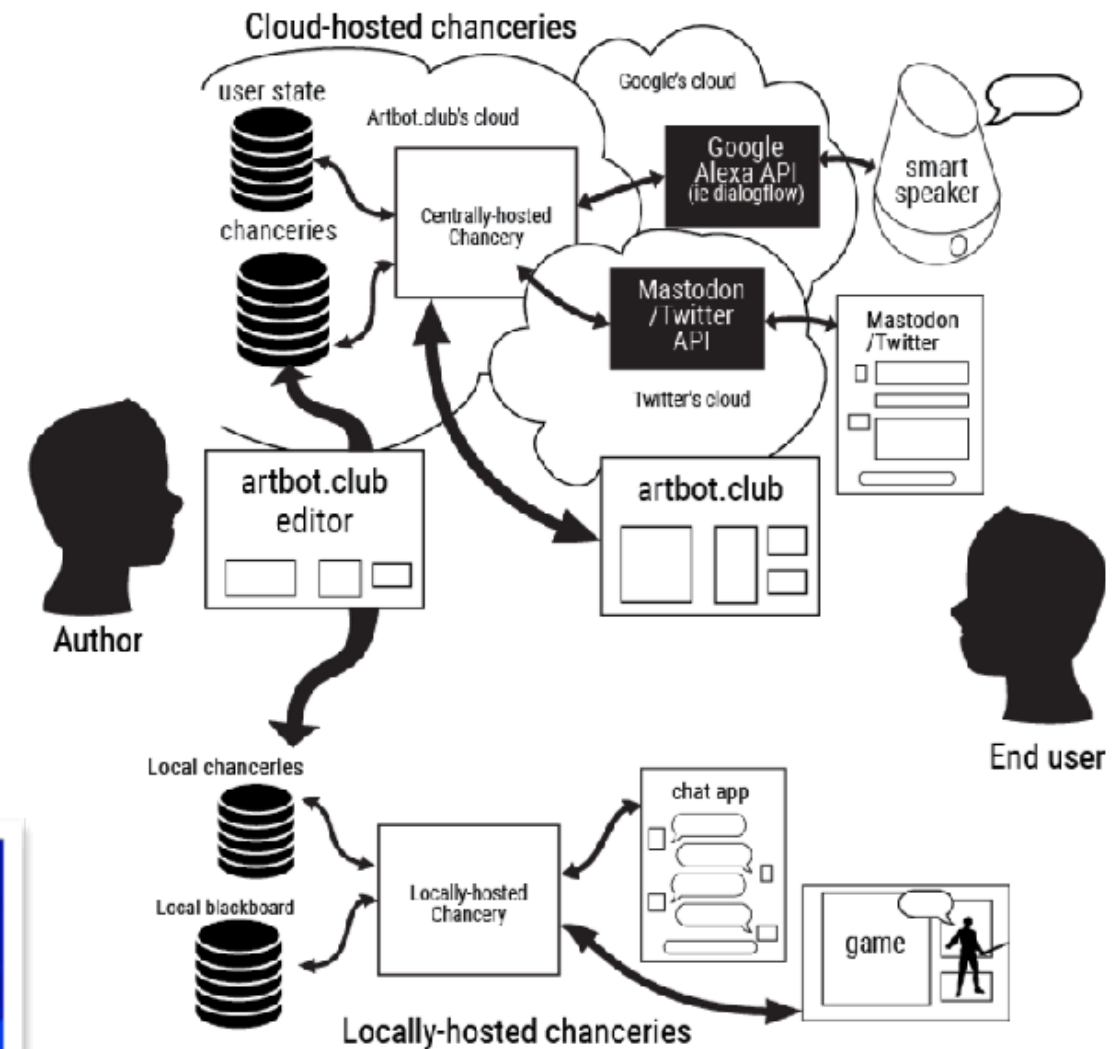
Progress

Chancery

- Experimentation with Amazon Polly voices
 - Looks extremely viable!

Next Chancery steps

- Adding Chancery simulator to ArtBot.Club
 - Requires non-trivial UI
 - But the Tracery editor is designed to extend to Chancery (and other ery-likes)
- Clean and release embeddable library version
- Pursue Alexa skills



Community activity since October



Dad Kapital, Vol. 2
@socialism_doer

A while back, I made a modern C++ take on @GalaxyKate's tracery tool called tracerz, written with C++17 and contained in a single header file, with one dependency: [github.com/caranatar/trac...](https://github.com/caranatar/tracerz) Maybe somebody will find it useful #cpp17 #CPP #procgen



caranatar/tracerz
A modern C++ (C++17) procedural generation tool based on @galaxykate's tracery - caranatar/tracerz
github.com

5:44 PM · Dec 6, 2019 · Twitter for Android



STS Title Bot @STSTitleBot · Dec 30, 2019

Updated the grammar a bit: It now knows some more research methods, more academical sounding adjectives and can create a new post-colon-sentence-type: "#publicationThing.a# on #adjective# #nounUncountable#"

1



2



Jan Dittrich
@simulo

Replying to @STSTitleBot

code: [github.com/jdittrich/STST...](https://github.com/jdittrich/STSTitleBot)
made using tracery by @GalaxyKate



jditttrich/STSTitleBot
grammar for creating possible but artificial titles for Science and Technology Studies publications - ...
github.com

12:14 PM · Dec 30, 2019 · Twitter Web App



Tristan Maindron
@OwlyCode

So this year for #procjam I polished and open sourced a 2018 small php experiment that was heavily inspired from tracery by @GalaxyKate :



OwlyCode/interlacing
A php alternative to tracery. Generates procedural texts based on a grammar! - OwlyCode/interlacing
github.com

11:35 AM · Nov 9, 2019 · Twitter Web App



Aalap Davjekar
@aalapdavjekar

@GalaxyKate I built a very rude text-generation bot using your Tracery library: telegram.me/blarneybot

I'm quite satisfied with the result.



BlarneyBot



Infimace
@Infimace5

Finally decided what I'm going to actually do with the Twine thing. Spent the last two days messing around with @GalaxyKate's Tracery library, learning the syntax and the limitations. I've decided to use it to create blind dates with monsters. It's the only moral option.

11:07 PM · Dec 3, 2019 · Twitter Web App

CROSS confidential

Community activity since October



Peter Wonica
@fireandCoffee

I implemented [#Tracery](#) by [@GalaxyKate](#) in Roblox Lua! Hopefully this will be a fun way of getting random text for NPC's and people's stories :D Get the code here: roblox.com/games/45282974... [#RobloxDev](#)



12:58 PM · Dec 20, 2019 · [Twitter Web App](#)



Mata Haggis-Burridge
@MataHaggis

So... This evening I got into Tracery by [@GalaxyKate](#). Inspired by the lovely bots of [@hownottodraw](#), I decided to make my own.

I proudly present [@YepAstrology](#). Please follow and share for highly accurate astrological predictions four times every day!



YepAstrology [@YepAstrology](#) · Dec 20, 2019

If you were betting and a Pisces, before dawn would be a great time to bet on 6. Don't blame me, blame Pluto!

10:50 AM · Dec 20, 2019 · [Twitter Web App](#)



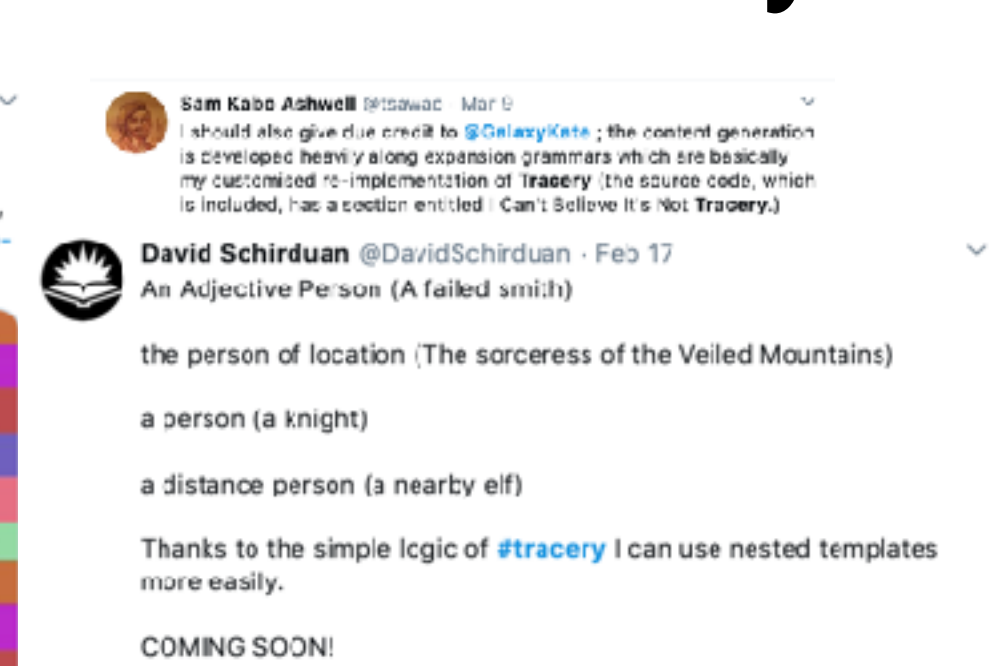
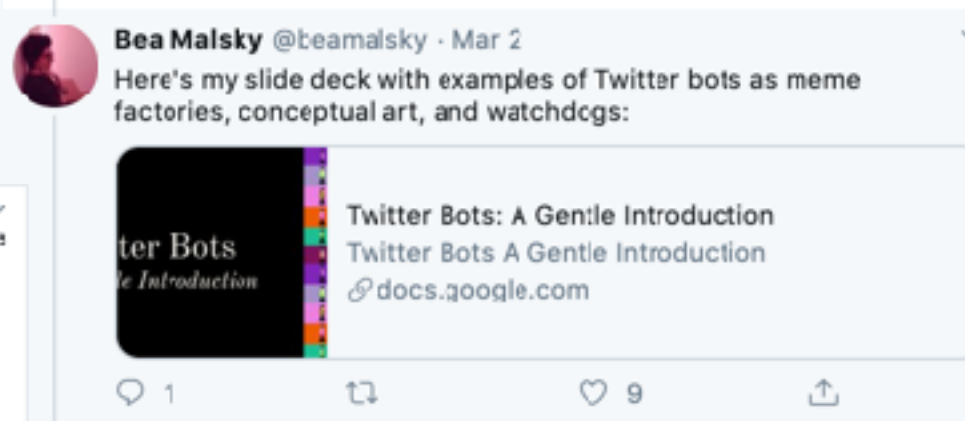
eponymous bay
@benjbay

Replying to [@GalaxyKate](#) and [@aparrish](#)

AI Dungeon uses curated prompts to provide context and get the story started, so right now on the Google Colab version (and soon in the mobile version) we've got tracery grammars spicing it up 🤖

6:14 PM · Dec 20, 2019 · [Twitter for iPhone](#)

Community activity since February



Talks

Sept 11: Invited keynote at York University (UK)

Oct 10: Invited keynote at AIIDE

Nov 1: Invited talk at Hackers

Nov 11: Invited talk at Northwestern University

Feb 7: Generated art show at local gallery HubX

March 1: Invited keynote at BangBangCon West

March 3: CROSS talk at UCSC (to Carlos' group)

March 8: all-day Tracery workshop at Berea College, KY

March 16-20: 3(!) presentations at the Game Developers Conference

April 9: Invited colloquium at Pomona College

April 22: Thinkercon (by RadioLab)

May 26: NEA-funded Open Source Group Residency at CMU

**June 29: Workshop on Casual Creators (Tracery's umbrella project)
at ICCC (with Max Kreminski)**

Talks

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Oct 10: **Invited k**

Nov 1: **Invited ta**

Nov 11: **Invited t**

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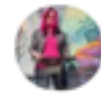
April 9: **Ir**

April 22: **7**

May 26: **N**

June 29: **V**

at ICCC



Kate Compton, actual doctor of weird ai
@GalaxyKate

You know what? I'm bored and lonely, and all my professor friends are stressed.

Next week I'll offer free one-hour Tracery tutorials or your choice of lecture for anyone who needs a guest teacher.



, KY

ers Conference

at CMU

rella project)

Future plans



Kate Compton, actual doctor of weird ai
@GalaxyKate

You know what? I'm bored and lonely, and all my professor friends are stressed.

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Colleen E. Bikini @colleeniebikini · 17h
Replying to @GalaxyKate

Yes! I think the middle and high school students I work with would love this! How do we get in touch with you for it?



Bart Heijltjes @bartheijltjes · 2h
Replying to @GalaxyKate

That's awesome, Kate. I could host you on Twitch for our Fontys School of ICT Game Design students? Or send them to your channel!



Alex Fleetwood @ammonite · 9h
Replying to @GalaxyKate

Can I put you on for a slot in our not GDC?

Hi Kate! I represent online interactive story telling school Narratorika. I have no idea how yet, but I'd love to figure some way to use your offer of a free lecture. We don't have any English courses running right now, but we sure can organize an event with a zoom room where you will be able to present, share screen and talk. What I'm thinking in terms of content is intro to Tracery or a practical guide to it.

Yesterday, 5:12 PM



Future plans



Sept 2020: Assistant Professor of instruction at Northwestern University

Interest in developing pedagogical tools, classroom use of Tracery

Interdisciplinary partnerships with Literature, Art, Theater and Learning Sciences depts

Summer's "free"!

Thank you for your time

Kate Compton, Tracery2/Chancery

Try it out at artbot.club/linter.html