



Text2Story Workshop - ECIR - 29 March 2026

**DYNAMIC PARTICIPATORY GAME DESIGN WITH LOCAL AI:
FROM INTERVIEWS TO INTERACTIVE NARRATIVES**

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MOTIVATION

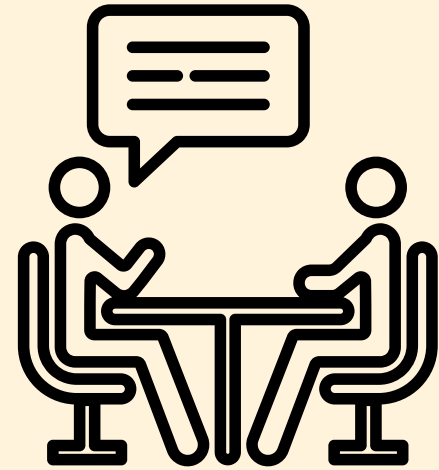
STORIES OF
DISPLACEMENT ARE OFTEN
FRAGMENTED OR LOST

TELLING SUCH STORIES
CAN BE EMOTIONALLY
DEMANDING

HUMAN INTERVIEWS CAN
INTRODUCE PRESSURE AND
POWER ASYMMETRIES

Can local AI make sensitive storytelling more private, lower-pressure, and overall more accessible?

HOW THE PROTOTYPE WORKS



Interviews

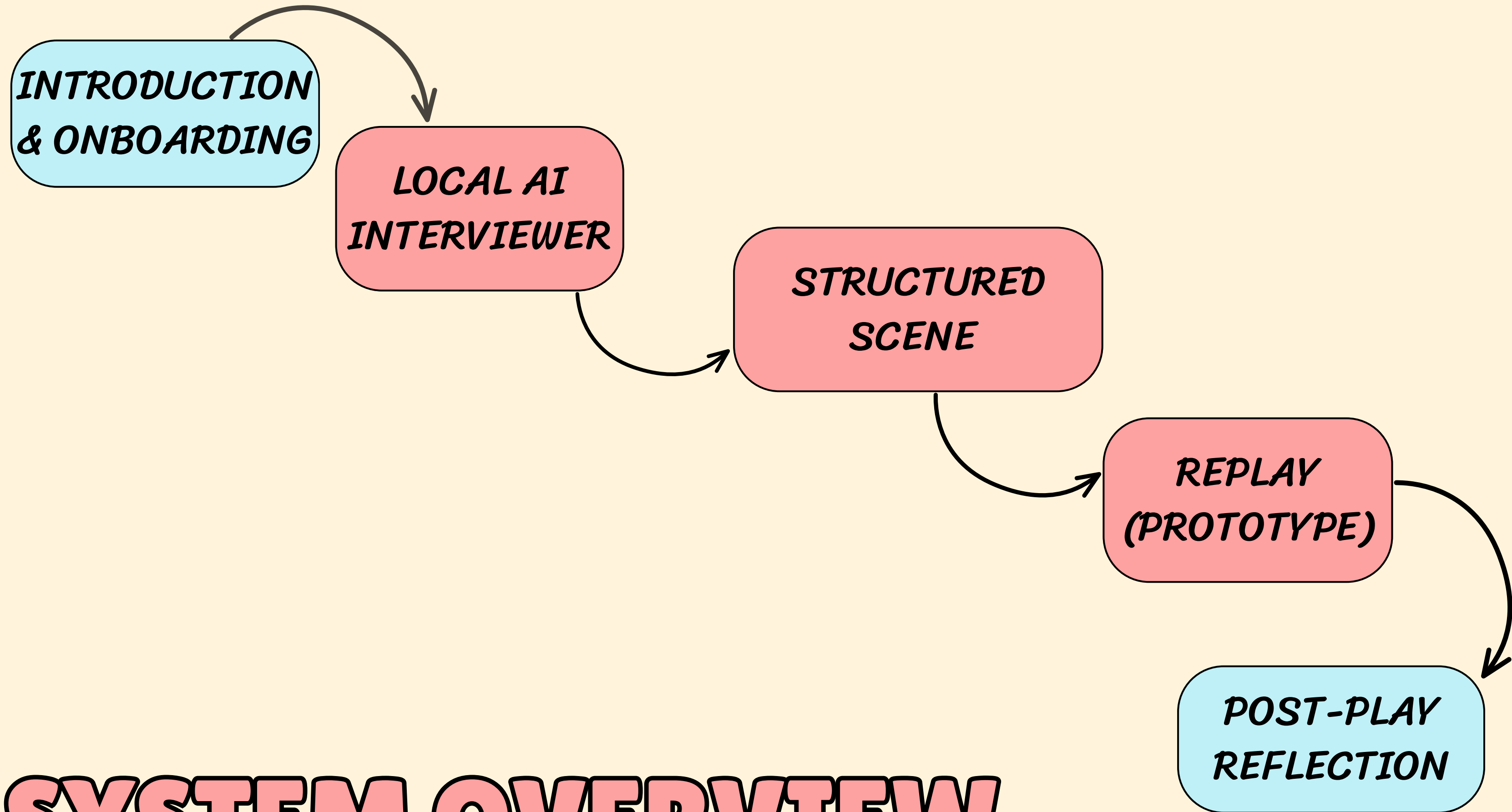
with a low-pressure
local LLM chatbot



Builds a **structured scene**
from the interview transcript



Supports **replay**
and reflection
(WiP)



SYSTEM OVERVIEW



DESIGNING THE

Local processing supports privacy, data sovereignty, and participant control.

Structured prompting one question at a time, non-judgmental, informed by prior participatory work


Post-interview **extraction** turns the transcript into a scene structure for replay

INTERVIEW EXPERIENCE

Interview Chat Bot

Settings

INTERVIEW MODE


 Play Memory Scene


Chatbot

Hello. Thank you for joining me. I'd love to hear your story, at your pace. Would you like to begin by telling me a little about yourself?

You are saying ...

Go

 Save Interview

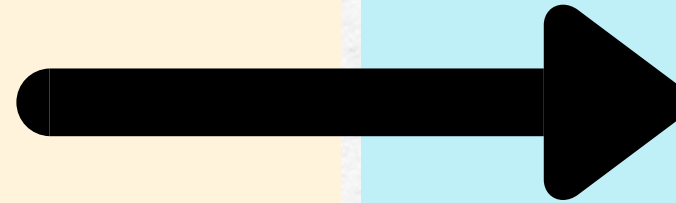
 Generate Game Scene from Memory

FROM INTERVIEW TO STRUCTURED SCENE

Hello! Thank you for joining me. I'd love to hear your story, at your pace. Would you like to tell me a little about yourself?

I often think about my hometown, but it feels far away now...

What comes to mind when you think about it?



Setting: scene context

An old street in your hometown. The house is still there, but it feels distant now.

Character: focal perspective

You are someone revisiting memories of home, with nostalgia and sadness.

Memory: core remembered situation

Thinking about your hometown after being away for a long time.

Start prompt: scene entry point

You stand on the old street again. What do you do first?

Prompt template: guides later turns

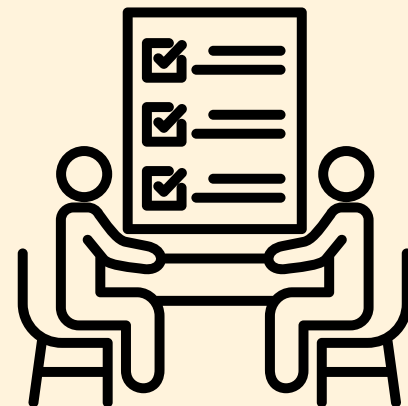
Continue the memory or revisit details.

EARLY EVALUATION

Why: early risk screening

Who: n = 2 expert participants

How: ~20 min chatbot interview session + follow-up questions on comfort, misunderstanding, and comparison to human interviewing



WHAT WORKED

low-pressure and reflective

WHAT NEEDS WORK

better acknowledgement of long answers and more natural segues

FUTURE DIRECTION



The Pixel Hunt. 2017. *Bury Me, My Love*. Playdius.

Toward a more accessible
autobiographical game-making tool
for telling displacement stories through
games



Causa Creations. 2017. *Path Out*.



THANK YOU VERY MUCH!

QUESTIONS? *Reach out at*
SUGGESTIONS? *Kseniia.Harshina@aau.at*

RESEARCH INFLUENCES

Concept	Key source	What I take from it
<i>Game-making as healing</i>	Danilovic et al. (2024)	Autobiographical games as tools for reflection and recovery
<i>Trauma-aware design</i>	Chen et al. (2022)	Emotional safety, informed consent, ethical design
<i>Bordering & digital representation</i>	Chouliaraki (2017)	A critical lens on how migrants are represented in media