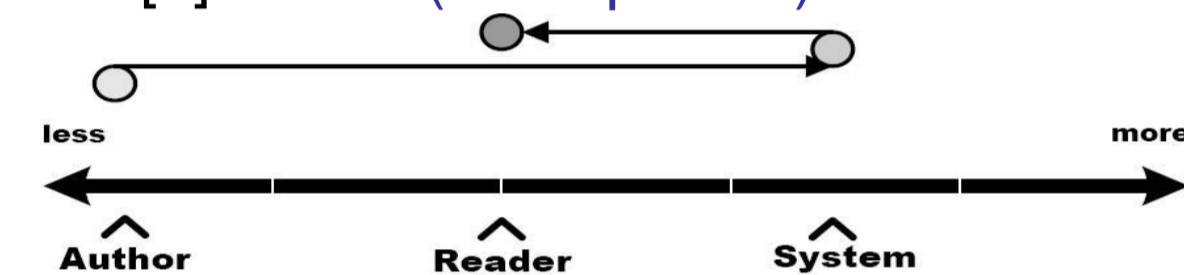


# Ontological Approaches to Modelling Narrative

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## Introduction

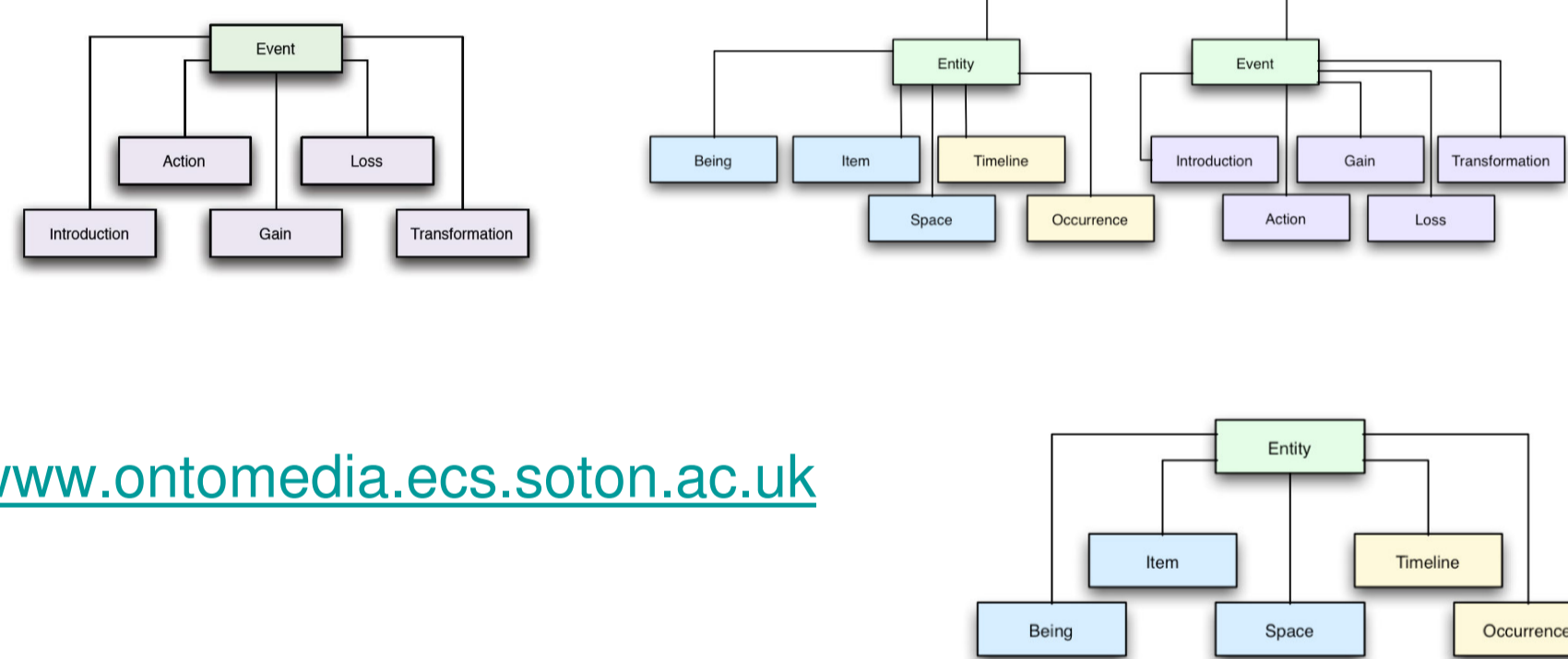
- Narratives have long been considered a primary way in which human beings communicate with one another.
- The notion that humans organise and make sense of events by turning them into familiar narratives.
- The Semantic Web is challenging the way people publish information, web-accessible resources and metadata.
- As a result of the availability of more metadata, a trend in systems can be seen that towards a “translation to narrative” approach [4].



*Abstract.* We outline a simple taxonomy of approaches to modelling narrative, explain how these might be realised ontologically, and describe our continuing work to apply these techniques to the “Memories for Life” domain.

## Modelling the Layers:

-OntoMedia presents an attempt at modelling the first layer. The ontology has been engineered to allow for modelling of *fabula* Level Events [2].



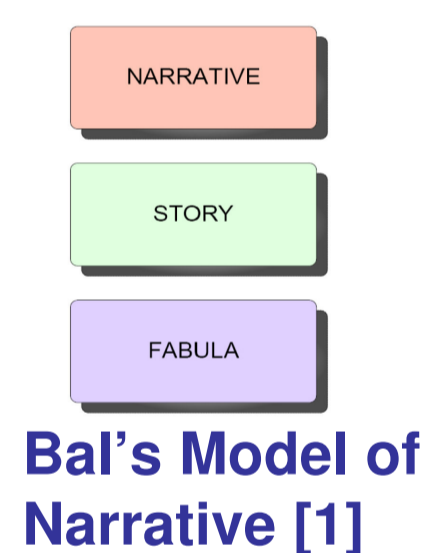
[www.ontomedia.ecs.soton.ac.uk](http://www.ontomedia.ecs.soton.ac.uk)

## Modelling Higher Levels

Give the LePhotoCOPAIN system, the next step in the research, will aim to identify models and systems for generating autobiographical stories from annotated photo collections.

## Ontological Narrative

- Narrative Generation is performed using
  - Character Based Methods
  - Plot Based Methods
  - User Modelling Based Methods



- Ontological Models of Narrative, based on Bal's model.
  - Ontological Models of Fabula: based around the concepts of events and entities.
  - Ontological Models of Story: the structure and the purpose of arrangement of the *fabula* (templates/grammars). Will the richness of the narrative depend on quality and nature of metadata?
  - Ontological Models of the Narrative. This concerns the final rendering of the narrative to the user. Scott McCloud's Rules [3] for graphical story telling is an example of such high-level modelling.

## Conclusions & Future Work

- In the paper we argue that Narratives are an important form of knowledge representation for human memory (Memories for Life [www.memoriesforlife.org](http://www.memoriesforlife.org))
- We present a proposed view on Narrative Generation Systems
- We introduce an ontology (OntoMedia) that presents a method of describing multimedia objects as entities taking part in events.
- We identify the notion of “translation to narrative”, and propose a system (LePhotoCOPAIN) that attempts such an approach. To help one organise their personal digital memories (Memories For Life context).
- We aim to produce insight into the richness of narratives that could be produced from readily available metadata.

## References

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- [4] Millard, D.E., Gibbons, N.E., D. T. Michselides, M.J.W.: Mind the semantic gap. In: In Proceedings of ACM Hypertext 2005, SIGWEB (2005)

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