

Application of Story Discovery to Intelligence Analysis

Final Technical Report Overview January, 2006

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Introduction

The University of Southern California (USC) and its Creative Technology Research & Application Center (CTRAC) were contracted by the Department of Defense to investigate and propose novel methods of intelligence analysis founded upon their expertise in entertainment storytelling. To this end, a team was formed combining film & television professionals, video game industry developers, and professors/practitioners in USC's Interactive Media department. This group led a semester-long course with senior graduate students in an effort to field and revise a number of conceptual applications for the sponsor's challenge space. Thereafter, the team conducted numerous experiments to arrive at an application design that will enable the client to most efficiently apply the story development process to intelligence analysis.

The 6 page final technical report consists of the following section:

- Role of Story
- Comparing Writing Teams and Intelligence Analysts
- Process Design
 - Experiment Design and Preliminary Results
 - The Story Discovery Process
 - Spatial Affordances
 - Integration
- Future Work

The full report is available by contacting Jacquelyn Ford Morie at the Institute for Creative Technologies at USC.