

The Art of Operationalization

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Media Systems · UC Santa Cruz · August 27,
2012

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Concept	Operational Definition	Specific Measures
Depression	... (text) (text) ...
...

597 × 490

Concept	Operational Definition	Specific Measures
...

934 × 704



Concept	Operational Definition	Specific Measures
...

640 × 770

Concept	Operational Definition	Specific Measures
...

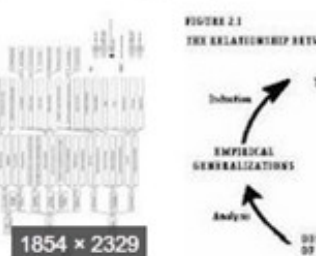
1840 × 1654

Concept	Operational Definition	Specific Measures
...

772 × 719

Concept	Operational Definition	Specific Measures
...

670 × 728

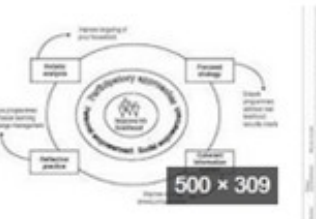
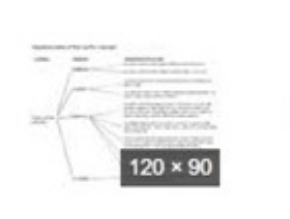


Concept	Operational Definition	Specific Measures
...

677 × 728

Chapter 5
Conceptualization,
Operationalization, and
Measurement

1500 × 1125



Concept	Operational Definition	Specific Measures
...

500 × 608

Concept	Operational Definition	Specific Measures
...

934 × 494

GRIOT, Fox Harrell, MIT

MEXICA, Rafael Pérez y Pérez, UAM-Cuajimalpa &
UNAM

1

Curveship

is a full-featured interactive fiction system with three-stage pipelined text generation,

implements concepts of narrative variation in all five main categories of Genette's *Narrative Discourse*,

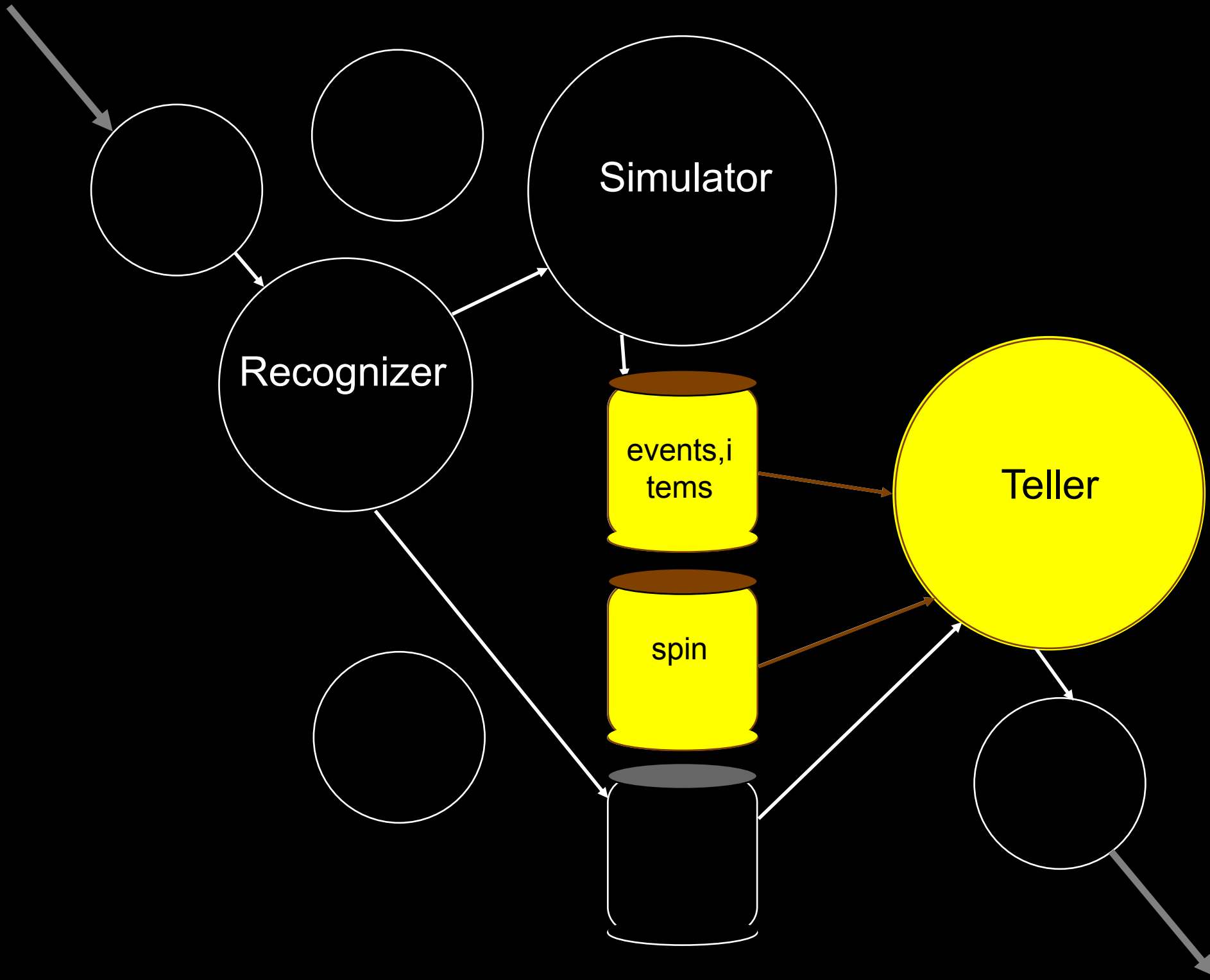
has been integrated with an existing plot generator, MEXICA, to tell generated stories in different ways,

is free software available at <http://curveship.com>

building and a gully.>g



Exercises in Style
Raymond Queneau, 1947



2

Through the Park

is extremely concise (one page, one slide, one kilobyte), simple, and easy to understand,

implements a real narrative technique (ellipsis),

produces stories that suggest different interpretations and have different emotional resonance,

is of limited enough scope to be translated and

```
import random, textwrap
text = ["The girl grins and grabs a granola bar",
"The girl puts on a slutty dress",
"The girl sets off through the park",
"A wolf whistle sounds",
"The girl turns to smile and wink",
"The muscular man paces the girl",
"Chatter and compliments cajole",
"The man makes a fist behind his back",
"A wildflower nods, tightly gripped",
"A snatch of song reminds the girl of her grandmother",
"The man and girl exchange a knowing glance",
"The two circle",
"Laughter booms",
"A giggle weaves through the air",
"The man's breathing quickens",
"A lamp above fails to come on",
"The man dashes, leaving pretense behind",
"Pigeons scatter",
"The girl runs",
"The man's there first",
"Things are forgotten in carelessness",
"The girl's bag lies open",
"Pairs of people relax after journeys and work",
"The park's green is gray",
"A patrol car's siren chirps"]
while len(text) > 8:
```

```
    text.remove(random.choice(text))
```

```
print "\nThrough the Park\n\n" + \
```

```
    textwrap.fill(" ".join(text) + " ", 80)
```


The reader will be pleased to remember, that ... we gave him a hint of our intention to pass over several large periods of time ... we give him ... an opportunity of employing that wonderful sagacity, of which he is master, by filling up these vacant spaces of time with his own conjectures ...

(Henry Fielding, 1749)

It's definitely a story generator. I like how my interpretation of the story can vary drastically on which cues are included. This is partly due to a few sharply-charged cues: the girl's smile, the knowing glance, the blank stare, and the police siren. Depending on which of these are included, cues like the girl's bag or the movement can be erotic or horrific.

(Gregory Weir, 2008)

Через парк

девушка надевает откровенное платье. ...
девушка идет по парку слышится вой волка.
... сильный мужчина идет за девушкой. ... в
воздухе смешки. ... мужчина уходит прочь, что-то
остается недосказанным. ... голуби взмывают
вверх. ... пары отдыхают после долгой прогулки
или тяжелого рабочего дня. ...

(Natalia Fedorova, 2012)

Curveship

Through
the Park

3 years

1 day

300 kb

1 kb

~20

~2

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presentations/
readings

papers/
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readings

A Technical Report at <http://trope-tank.mit.edu>

XS, S, M, L

Creative Text Generators of Different Scales

Nick Montfort

January 2012

TROPE-12-02

Abstract

Creative text generation projects of different sizes (in terms of lines of code and length of development time) are described. “Extra-small,” “small,” “medium,” and “large” projects are discussed as participating in the practice of creative computing differently.

Why Keep Operationalizing?

Implementing a humanistic theory in a computer system almost always tests the theory and suggests refinements.

Creative production can help test implementations, particularly ones in poetic or narrative domains.

Operationalized theories open up new artistic possibilities.

Theories can challenge us to learn more about

Operationalize
Utopia