

ID	Title	Venue	Reference	Venue Type	Year
1	"Can You Feel Me Now?": Exploring Player Empathy in AI-Based NPC Conversations	IFIP International Conference on Entertainment Computing		Conference	2025
2	"Follow My Lead": Role of AI-Based NPC Autonomy in Player-NPC Collaboration	IFIP International Conference on Entertainment Computing		Conference	2025
3	A Case Study on User Perception of Parameterized LLM-Generated Narratives	IEEE Conference on Games (CoG)		Conference	2025
5	A novel approach to interactive dialogue generation based on natural language creation with context-free grammars and sentiment analysis	IEEE International Conference on Advanced Learning Technologies	10.1109/ICALT49669.2020.00031	Conference	2020
6	Advancing Realistic Non-Playable Characters Conversations in Juragan Fauna with GPT-3.5	International Conference on Informatics, Multimedia, Cyber and Information System (ICIMCIS)		Conference	2024
8	AI-Driven NPC Dialogues for Immersive Gameplay: Integrating OpenAI's NLP Technology in Unity-Based Games	International Conference on Virtual and Augmented Reality Simulations (ICVARS)		Conference	2025
12	CALYPSO: LLMs as Dungeon Masters' Assistants	Proceedings - AAAI Artificial Intelligence and Interactive Digital Entertainment Conference, AIIDE	https://doi.org/10.1609/aiide.v19i1.2753	Conference	2023
13	Can AI Prompt Humans? Multimodal Agents Prompt Players? Game Actions and Show Consequences to Raise Sustainability Awareness	ACM Conference on Human Factors in Computing Systems (CHI)		Conference	2025
14	Cracking Aegis: An Adversarial LLM-based Game for Raising Awareness of Vulnerabilities in Privacy Protection	ACM Designing Interactive Systems (DIS)		Conference	2025
15	Craft an Iron Sword: Dynamically Generating Interactive Game Characters by Prompting Large Language Models Tuned on Code	Wordplay 2022 - 3rd Wordplay: When Language Meets Games Workshop, Proceedings of the Workshop	https://aclanthology.org/2022.wordplay-1.3/	Conference	2022
18	Designing for the Invisible: Raising Awareness for the Experience of the Homeless in an LLM-based Serious Game	ACM International Conference on Information Technology for Social Good (GoodIT)		Conference	2025
20	Evaluating the Efficacy of LLMs to Emulate Realistic Human Personalities	Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment	https://ojs.aaai.org/index.php/AIIDE/article/view/31867	Conference	2024

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22	Enhancing Emotional Realism in Games: An Optimized Generative AI Framework for Dynamic 3D Facial Animation	ACM International Conference on the Foundations of Software Engineering		Conference	2025
23	Eternagram: Probing Player Attitudes in Alternate Climate Scenarios Through a ChatGPT-Driven Text Adventure	Conference on Human Factors in Computing Systems	https://dl.acm.org/doi/10.1145/3613904.3642850	Conference	2024
24	Exploring Conversations with AI NPCs: The Impact of Token Latency on QoE and Player Experience in a Text-Based Game	International Conference on Quality of Multimedia Experience		Conference	2024
25	Exploring the Potential of ChatGPT as a Dungeon Master in Dungeons & Dragons tabletop game	ACM International Conference Proceeding Series	https://dl.acm.org/doi/10.1145/3628454.3628457	Conference	2023
26	Exploring Learners' Interactions with GenAI Agents in Educational Games: Typologies and Emotional Factors in Human-Computer Interaction	International Conference on Educational Technology (ICET)		Conference	2024
27	Fine-tuning gpt-2 on annotated rpg quests for npc dialogue generation	Proceedings of the 16th International Conference on the Foundations of Digital Games	https://dl.acm.org/doi/10.1145/3472538.3472595	Conference	2021
28	From Outline to Detail: An Hierarchical End-to-end Framework for Coherent and Consistent Visual Novel Generation and Assembly	ACM International Conference on Multimedia		Conference	2025
29	From Playing the Story to Gaming the System: Repeat Experiences of a Large Language Model-Based Interactive Story	Interactive Storytelling: 16th International Conference on Interactive Digital Storytelling	https://dl.acm.org/doi/10.1007/978-3-031-47655-6_24	Conference	2023
31	Generative AI for Dungeons and Dragons	International Conference on Data Intelligence and Cognitive Informatics (IEEE)		Conference	2025
34	Humanizing Artifacts: An Educational Game For Cultural Heritage Artifacts and History Using Generative AI	ACM CHI PLAY (Annual Symposium on Computer-Human Interaction in Play)		Conference	2024
35	Killer on Board: Addressing the Narrative Paradox by Utilizing LLM-Driven NPCs	International Conference on Interactive Digital Storytelling		Conference	2026

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36	Language as Reality: A Co-creative Storytelling Game Experience in 1001 Nights Using Generative AI	Proceedings - AAAI Artificial Intelligence and Interactive Digital Entertainment Conference, AIIDE	https://dl.acm.org/doi/10.1609/aiide.v19i1.27539	Conference	2023
37	Language Urban Odyssey: A Serious Game for Enhancing Second Language Acquisition through Large Language Models	ACM CHI Extended Abstracts		Conference	2024
38	Lies, Deceit, and Hallucinations: Player Perception and Expectations Regarding Trust and Deception in Games	CHI Conference on Human Factors in Computing Systems		Conference	2024
40	LLM-Powered NPCs: Evaluating the Impact of Large Language Models on NPC Design	International Conference on Interactive Digital Storytelling		Conference	2026
41	MoodyNPC: Personality and Facial Expressions for Virtual Humans	International Conference on Extended Reality		Conference	2026
42	MultiMind: Enhancing Werewolf Agents with Multimodal Reasoning and Theory of Mind	ACM International Conference on Multimedia		Conference	2025
43	PANGeA: Procedural Artificial Narrative using Generative AI for Turn-Based Video Games	AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment	https://ojs.aaai.org/index.php/AIIDE/article/view/31876	Conference	2024
44	Player-Driven Emergence in LLM-Driven Game Narrative	IEEE Conference on Games (CoG)	https://ieeexplore.ieee.org/document/10645607	Conference	2024
45	Playing Story Creation Games with Large Language Models: Experiments with GPT-3.5	Interactive Storytelling: 16th International Conference on Interactive Digital Storytelling	https://dl.acm.org/doi/10.1007/978-3-031-47658-7_28	Conference	2023
46	Refine and Imitate: Reducing Repetition and Inconsistency in Persuasion Dialogues via Reinforcement Learning and Human Demonstration	Findings of the Association for Computational Linguistics, Findings of ACL: EMNLP 2021	https://aclanthology.org/2021.findings-emnlp.295/	Conference	2021
47	SCENECRAFT: Automating Interactive Narrative Scene Generation in Digital Games with Large Language Models	Proceedings - AAAI Artificial Intelligence and Interactive Digital Entertainment Conference, AIIDE	https://ojs.aaai.org/index.php/AIIDE/article/view/27504	Conference	2023

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48	Snake Story: Exploring Game Mechanics for Mixed-initiative Co-creative Storytelling Games	Foundations of Digital Games		Conference	2024
49	Self-playing Adversarial Language Game Enhances LLM Reasoning	NIPS '24: Proceedings of the 38th International Conference on Neural Information Processing Systems	https://dl.acm.org/doi/10.5555/3737916.3741935	Conference	2024
50	The Effect of LLM-Based NPC Emotional States on Player Emotions: An Analysis of Interactive Game Play	IEEE Conference on Games (rebrand do CIG)		Conference	2024
51	The Turing Quest: Can Transformers Make Good NPCs?	Proceedings of the Annual Meeting of the Association for Computational Linguistics	https://aclanthology.org/2023.acl-srw.17/	Conference	2023
52	Toward automated quest generation in text-adventure games	Proceedings of the 4th Workshop on Computational Creativity in Language Generation	https://aclanthology.org/2019.ccnlg-1.1/	Conference	2019
53	Towards Authoring Open-Ended Behaviors for Narrative Puzzle Games with Large Language Model Support	Foundations of Digital Games		Conference	2024
54	Using a Large Language Model to turn Explorations of Virtual 3D-Worlds into Interactive Narrative Experiences	IEEE Conference on Games		Conference	2024
56	Using LLMs to Animate Interactive Story Characters with Emotions and Personality	2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)	https://ieeexplore.ieee.org/document/10536546	Conference	2024
57	Using LLMs to Develop Personalities for Embodied Conversational Agents in Virtual Reality	Australasian Conference on Computer-Human Interaction		Conference	2025
4	A generative AI educational game framework with multi-scaffolding supports workplace competency development	Computers & Education		Journal	2025
9	AI-Powered MetaHuman Interviewer: Serious Game for Student Job Interview Skills	IEEE Access		Journal	2025
10	AI's Influence on Non-Player Character Dialogue and Gameplay Experience	Intelligent Computing		Journal	2024
11	Bring game characters to the social space: Developing storytelling community AI agents driven by LLMs	Entertainment Computing		Journal	2025

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16	Design and Analysis of a Collaborative Story Generation Game for Social Robots	Frontiers in Computer Science	https://www.frontiersin.org/journals/computer-science/articles/10.3389/fcomp.2021.674333/full	Journal	2021
17	Design and Evaluation of a Generative AI-Enhanced Serious Game for Digital Literacy: An AI-Driven NPC Approach	Informatics		Journal	2026
19	Dialogs with GenAI NPCs: Exploring Player Interactions with Speech Agents in a VR Game	Human-Computer Interaction		Journal	2026
21	Empirical insights into traditional and AI-enhanced interactive narratives based on children's fables	Journal of Economics and Management	https://sciendo.com/article/10.22367/jem.2024.46.02	Journal	2024
30	Generating Role-Playing Game Quests With GPT Language Models	IEEE Transactions on Games	https://ieeexplore.ieee.org/document/9980408	Journal	2022
33	Goal-Oriented Interactions in Games Using LLMs	IEEE Transactions on Games		Journal	2025
39	LLM-Integrated VR NPCs to Support Social Presence and Engagement in a Viking Museum	IEEE Transactions on Games		Journal	2025
55	Using ChatGPT to bring non-player characters to life: Effects on students' storyline-driven game-based writing learning	Computers & Education		Journal	2025