considered here. Exposing these derivation trees to the user, and letting the user specify in their design intent that some derivation steps should not be used, would perhaps restore some of the finer-grained control that users found the current version of Germinate to be lacking, without overwhelming users with the full complexity of the AnsProlog language.

Conclusion

We present Germinate, a casual creator for rhetorical games based on the Gemini game generator. Principles-based and preliminary expert evaluation shows that Germinate success-fully affords an approachable and playful form of rhetori-cal game design, satisfying the user’s expressive intent in surprising but inspiring ways, and scaffolding both the exe-cution and evaluation sides of the interaction loop. Larger-scale evaluation in the future will be necessary to show that these desirable properties hold for casual users as well.

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