# AI Generated Language: Porspects and Challenges

**Javeria Haroon**
National University of Modern Languages, Islamabad, Pakistan

**Mian Khurram Shahzad Azam**
National University of Modern Languages, Islamabad, Pakistan

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- AI generated language,
- Human exclusivity,
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- Transhumanism,
- Hyperreality,
- Posthumanism,
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**Abstract**

*Capabilities to autonomously generate free and unconstrained yet coherent, meaningful, logically connected and thematically unified language text contributions make collaborative (re)shaping of nonlinear interactive narratives a hyperreal phenomenon in which open AI systems appear to be participating in equations with their human users. However, AI (re)shaped narratives are unique for where human inputs remain subjected to their spatio- temporal situatedness, socio- cultural contexts, and individual choices, AI generated contributions are neither constrained by any contextual understanding nor are they influenced by any sentience for the consequences that the generated language or the (re)shaped narratives might have on its receivers. Analysis of the lexical content of the AI generated language shows how a non- human agent effectively carves narratives on intricate human themes such as gender performativity, human emotions, psychological complexities, and multidimensional human relationships. The analysis establishes AI as a contributor to human existence for in the entire interactive experience both the open AI systems and their human users would undergo transformation. This is an attempt to propose new theoretical perspective towards human AI collaboration and highlights the need for the development of new analytical tools and evaluation criteria that is essentially needed to address the emerging phenomenon of a nonhuman AI agency capable of collaborating freely, meaningfully, and effectively with its human users.*

## 1. Introduction

Narrative initiation and (re)shaping are often studied as products of language use through which certain meanings reflective of individual, social, cultural and emotional contexts are communicated. They are studied as products of complex human processes derived out of innumerable considerations including sequencing of events along a sensible trajectory to keep them logically connected, maintaining their thematic unity (Chaturvedi, et al., 2017) and at the same time keeping them adequately matched and interconnected to the situation at hand. Often, it is through narratives initiation and (re)shaping that individual and collective human thoughts and life are observed to have been defined, directed, and (re)directed (Aiello, 2020: 367). It is for this reason that capabilities to initiate, direct, progress, interpret, analyze, and (re)shape narratives despite their nonlinearity have always been considered as exclusively human.

However, collaboration of human authors with open AI applications has revolutionized the field and present a special case. AI applications refer to artificial intelligence which are computer programs that simulate human intelligence and behaviors to efficiently process the available data, interpret it, find precise reason and logic present at its base, discover the underlying meaning, and infer generalizations from it. Their aim is to help human beings perform tasks that are otherwise time, effort, and energy consuming and yield precise and error free outputs. Open AI applications are a step ahead of conventional AI applications. They defy the impression of being programmed, carry out their processing autonomously and freely, and yield unconstrained yet meaningful outputs. Natural language processors and human speech recognizers are amongst the most used variety of open AI applications. They collaborate with their human users to generate unconstrained, least restricted, and grammatically correct language texts which not only (re)shape narratives uninterruptedly but, at the same time, are rich enough to keep the (re)shaped narratives coherent, logical, meaningfully progressive as well as offer an affective affordance for user interactions and inputs. Voice- based assistants (for example SIRI); automated chat-bots (for example (Jessica); poetry (for example Python Poet), plot, and text to video generators; storytelling engines (for example DINE); semantic analyzers; and summarizing, translation, and paraphrasing applications are some of the innumerable nonhuman yet intelligent systems that effectively collaborate with their human users and participate in giving the present shape to life on planet earth. Where there always remain chances that AI generated language texts (re)shape and progress nonlinear narratives along unknown routes that may result in unknown consequences, they, most often, remain successful in maintaining an intriguing flow and keep the attention of the users focused. An interesting aspect of human AI collaboration in nonlinear narrative (re)shaping is that where inputs of human users are subjected to spatio- temporal situatedness, AI generated contributions are products of data processing and formalization operations that remain unaffected by any contextual factors. Even though no social, psychological, emotional, or physical factors influence AI generated outputs, they become the contributions that (re)shape nonlinear narratives coherently, logically, and meaningfully (Chaturvedi, et al., 2017).

Lexical content forms an important element of narrative (re)shaping through language. It is through lexical choices that sociocultural contexts are reflected, and specific social identities are constructed, propagated, or even challenged. Whereas they remain highly subjective and deliberate in case of human language, lexical content of the AI generated language results from the formalization processes carried out in the conceptual space to

organize, assemble, sync, and use the already available data, to draw analogies (Charniak, 1972; Minsky, 1974). This makes (re)shaping of nonlinear narrative through human AI collaboration present a complex scenario in which lexical choices of one of the (re)shaping agencies are neither subjected to socio- cultural constraints nor are they made to cater to the needs to identify or associate the generating agency with any preestablished groups to consider. AI generated lexical selections are neither aimed at (re)shaping nonlinear narratives in any direction nor are they products generated to yield any specific impact on the receivers. It is important to study AI generated language text to understand how a synthetic and a nonhuman actor generates a lexical content that is coherent as well as meaningful and serves to maintain logical connectedness and thematic unity of the narratives being (re)shaped by its contributions. This is especially important because unlike human users enjoying the abilities to understand the richness of contextual nuances, collaborative open AI systems lack all such anchorage yet they, through their lexical choices remain successful in generating a content that appears to be thoroughly reflective of individual and communal human experiences.

Also, considering human- AI collaboration as the marked characteristic of the present-day life, it becomes reflective of the fact that AI has become a part of the human existence in the twenty- first century. AI generated contributions yield a hyperreal experience since they are processed, analyzed, and responded to in the same way as any human inputs. It is a quality in which neither the copy can be deciphered from the real nor can the distinction between being produced by the human user or generated by AI can be made (Schwab, 2015). This implies that not only is the AI affected by human interactions and inputs because of its formalization operations in the conceptual space, there also remains the possibility that human users are also impacted by the AI generated contributions. Though AI remains unable to understand the significance of subjective, sociocultural, and temporal contexts, contributions generated by it can cast a considerable impact on its users and receivers. Their hyperreal collaboration with human users can serve to frame, propagate, alter, and challenge human subjected phenomena like their identities, values, norms, traditions, culture, morals, and ideologies. Collaborative nonlinear (re)shaping must be studied for its lexical content because it is its hyperreal quality that places the autonomously operating open AI systems in equations with their human users.

To comprehend how a nonhuman agent, unaware of society or identity itself, develops, portrays, propagates, or modifies individual human identities and contributes to the development of collective social identities, it is necessary to analyse AI generated language while it collaborates with its human users in nonlinear narrative (re)shaping. Following paper is a study derived from the analysis of the AI generated lexical content of the (re)shaped nonlinear interactive narratives to show how a nonhuman agent has started to contribute to the creation, spread, and challenge of human social identities through its lexical choices, a phenomenon previously studied as highly subjective and being exclusively human. For the study Martin & Ringham's semiotic model (2000) has been adapted to analyze the texts generated by the AI applications in collaborative (re)shaping of nonlinear narratives with an aim to establish the hyperreality of the AI generated lexical content and establish an equation between such texts and the texts being contributed by human users.

### 1.1. Research Questions

This study had the following research questions:

i. How much frequently do the three selected adjectives 'Great', 'Large' and 'Big' occur in the corpus of Pakistani English textbooks (COPET) and how much their frequency of occurrence corresponds to that found in the academic register of British National Corpus (BNC)?

ii. What are top ten collocates of the three selected adjectives in the COPET and the academic register of BNC and how far their frequencies of co-occurrence correspond in both corpora?

iii. To what extent do the selected near-synonymous adjectives along with their collocates in the corpus of the selected textbooks correspond to the ones used in OALD and academic register of BNC with respect to their meanings?

## 2. Literature Review

Nonlinear narratives (re)shaping by AI is an illustration of "machine that makes the art" (Meyer, 2000). Open AI systems that operate autonomously are developed using "humans as prototypes" (Ed. Guzman, 2020: 39), to display the capabilities of learning from receiving inputs, analysing, logically interpreting, drawing conclusions, recognising changes, successful creation, and "communicate[ing]" (Wachsmuth, 2008). Since human-AI systems collaboration is restricted to the digital media, their interaction is immersive which is not only coherent and meaningful but also becomes intellectually, emotionally, and aesthetically rich through the AI's use of lexical choices. These contexts are open to arbitrary user interpretations and cultural implications (Mateas, 2003). This implies "authoring interactive narrative content is thus a process of instilling a computational system with the ability to make the same decisions that the human designer would make in response to participant actions. That is, the human designer's goal is to infuse his artistic vision and authorial intent into a computational system" (Riedl, 2009). Despite being artificial, it plays a vital role in a hyperreal world where people, their surroundings, and AI itself are all modified. AI is studyable as "a certain force and power that can transform our thoughts and our being" (Sousa & Pessoa, 2019: 06). Through their unpredictable and uncontrolled operations that successfully model human creative processes, AI "indicates that a technological singularity is nigh, and that it is taking the shape of a robot sitting at a keyboard somewhere, typing out … fan fiction of its own" (Elstermann, 2020: 05). Their human like contributions to narrative (re)shaping makes the interactive experience interesting, keeps the user engaged, and leads the user to "find it hard to break off" (Kirby, 2009: 112) and constantly give inputs. Users' collaboration with open AI systems is either driven because of their desires to check the limits of the system or out of the feelings that the responding interactive agent is a part of the real, dynamic physical world, or out of the affordance of the digital media that provides "freedom, possibility, creativity, and glamour".

Lexical choices used for initiation and (re)shaping of narratives reflect society, oversee the developing interactions between its component parts, and present the barriers affecting its revolution (Cryan et al, 2020: 361). However, AI becoming a collaborating agent in the process of initiation and (re)shaping of nonlinear narratives implies that AI has become a

contributor to the factors that may play a significant role in "reshaping and restructuring patterns of social interdependence and every aspect of our personal life" (McLuhan, 1967: 08). They, through their use of lexical choices, may challenge the traditional confines of socio-cultural contexts and drive the users towards the reordering of social identities (Amin, 2015: 245), or serve to suppress emotional constraints and reinforce, propagate, engrave, discuss, spread the established norms and values.

### 2.1. Conceptual framework

Because of the ubiquitous use of technology, the present study observes twenty- first century world as postmodernist hyper-real societies (Nunes, 1995) "in which the real and the imaginary have imploded and the boundaries separating them no longer stand, nor do boundaries separating autonomous spheres exist" (Baudrillard, 1994: 1). Open AI applications including humanoids like Sophia (Hanson, 2016) and SHRUDLU (Wilson, 2017), and virtual beings like Lil Miquela (McFedries, 2016), Knok Frost (Influential, 2019) are concrete examples of the entities that (re)shape narratives in a way that transcends conventional divides between natural and artificial, biological and technological, organic and inorganic, human and nonhuman. Triangulation of the following theoretical perspectives forms the foundations of the present study on AI (re)shaping of the nonlinear narrative (re)shaping:

i. Transhumanism: Open AI systems are studied as products developed through the modelling of human nervous system with a goal enabling people to have better physical strength, improved cognitive capacities, exceptional memory, speedier analytical ability, and discovering accurate answers to a particular problem will assist the human species overcome its existing constraints (Bostrom, 1998; Roden, 2015; Ghashmiri, 2016; Sorgner, 2019; Montojo, 2021). Operating through machine and deep learning models, open AI systems collaborate with their human users to freely generate unconstrained contributions while initiating and (re)shaping nonlinear interactive narratives.
ii. Hyperreality: Although AI generated contributions are the results of simulation, it is still difficult to tell them apart from human inputs. This makes the collaborative processes of (re)shaping nonlinear interactive narratives into a hyperreal phenomena (Barroso: 2019: 42).
iii. Posthumanism: Their lack of morphological restrictions, remaining unconstrained by time and space, possession of immense memory, and capabilities to exhibit precise analytical powers give open AI systems a posthuman status for not only do they generate contributions autonomously under no external control, they observe no constraints placed by socio- cultural context, spatio- temporal situatedness, and subjective preferences as are observed as key factors in determining the nature of human users contributions (Massumi, 2014; Montojo, 2021).

## 3. Research Methodology

For this research, three AI applications i.e. (i) Sudowrite ai, (ii) NovelAi, and (iii) Hyperwrite ai were selected to collaborate with the researcher to (re)shape the nonlinear

interactive narratives. These AI applications offered options to generate long form narratives or unconstrained texts using inventive tale templates to a given human input.

i. The parameters for the chosen AI applications were maintained consistent. The possibilities provided by one AI programme but not the other were not investigated.
ii. Being a product of GPT (Generative Pretrained Technology) operations, the generated language offered unique narratives that can be verified for plagiarism.
iii. User inputs were kept to a minimum so that the narrative mainly remained an AI product that was being (re)shaped without getting influenced by human interference.
iv. The interactive experience of (re)shaping nonlinear narratives in partnership with AI was launched with the first user input, which was framed using the essential phrases taken from the conceptual framewor. First human input was kept the same in every interaction session with all the chosen AI applications. It did not serve to propose, qualify, or give anchoring to the AI applications for making certain lexical decisions.
v. No cues regarding sexual orientation, gender identification, relationships, spatio-temporal situatedness, socio- cultural contexts, emotional sentience reflected in the first user input.
vi. Subsequent user inputs were limited so that they directed the AI applications to generate more text language. Depending on the AI application, the nature of the subsequent human input varied from being a simple click for further text generation to typing very simple neutral words. For instance, in case of NovelAi, human inputs were used to prompt further generation of language text to (re)shape nonlinear narrative into a fiction piece, whereas in case of Sudowrite ai and Hyperwrite ai, subsequent human inputs were about choosing one of the numerous generated output variants.
vii. The AI generated text outputs were intervened by the user inputs when they stayed away from the themes that were already emerging from the text, or abruptly added subjects and concepts that were unrelated to those themes. Such an input was intended to end the interactive session.

### 3.1. Analytical Framework

Semiotic model proposed by Martin and Ringham (2000) derived from the work of L. A. Greimas was used to study the lexical content of the language used in each AI generated text. Lexical content of the AI generated language texts was analyzed as a system of signs used in binary oppositions to suggest different meanings and themes. Three steps were included in this analysis:

i. Figurative/discursive level analysis: involved the study of the sample text's vocabulary, grammatical constructions, and enunciation techniques at the surface level of meaning.
ii. Narrative level: it refers to the analysis of how events are structured in the AI generated text to establish the world of the story as it is being (re)shaped and the activities taking place there to produce a cohesive, meaningful, logically related, and thematically united whole. The analysis of the texts of the (re)shaped

narratives looked for event sequences, their actantial schemas, canonical schemas, and the agreement between canonical schemas.

iii. Deep Level: involved analysis done at an abstract level to comprehend the sample text's central idea. The elements in the text were analyzed to be positioned in relationships of contrariety (opposition), contradiction and implication. The purpose was to recognize and evaluate the changes occurring in the story's fictional world.

## 4. Data Analysis and Discussion

Figurative analysis of the AI generated language texts reveals that they used lexical in binary oppositions to one another to build and (re)shape narratives on contrasting themes. For example, in opposition to words like "open- minded", "willing", and "encouraging" were used to describe internet users, vocabulary like "cautious", "biased", and "skeptical" were selected for beginners. Analysis of grammatical/ syntactical devices indicate extensive use of adversatives, temporals, demonstratives, causals, and repetitions devices in the AI generated sentences. Such devices rendered AI generated sentences complex compound which suited their aim of creating a story world, weaving a symmetrical and balanced narrative about it, and (re)shaping it meaningfully to present different yet balanced facets of a single theme at a time. Most of the enunciative strategies used in the AI generated language are observed to be descriptive in nature and help in progression, emergence, and evolution of the nonlinear narrative being (re)shaped.

Analysis of the sample texts of the AI generated language at the narrative level indicates that the narratives were (re)shaped through the event sequences designed in binary opposition to one another. Event sequences identified in the sample texts were studied in terms of actantial and canonical schemas, and contracts. It is observed that because of (i) subjects being paired with their objects, helpers being paired with opponents, and senders being paired with their receivers in the actantial schemas, (ii) cause and effect relationships between the different events on which the story world of the narratives progressed, and (iii) struggles of the subjects through qualifying, decisive, and glorifying stages to undergo a certain transformation, the entire universe of the story world on which the nonlinear narratives were being (re)shaped remained in balance.

Deep level analysis indicates that all nonlinear narratives being (re)shaped by AI generated language aimed at bringing a certain transformation in the subjects achieved by evolution through two abstract yet binary poles of meanings.

Analysis of the sample texts of the AI (re)shaped nonlinear narratives indicates:

i. AI's subjective interpretation of the terms used in the first user input.
ii. AI's subjective assignment of genders and identities to the character referred to in the first user input themselves.
iii. AI's subjective understanding and interpretation of the characters and their evolution as product of their contexts, thoughts, emotions, beliefs, experiences, education, interactions, concerns, observations, and reservations.
iv. In third-person text narrative examples, the AI appeared to be omniscient and brood over the world of the story, fully aware of all the characters' thoughts,

feelings, and insecurities as well as having a subjective understanding and interpretation of the contexts being presented.

v. Some sample text narratives in the third person voice indicated the AI being in the process of learning itself. It, as a writer, was observed raising questions, calling the readers to give their inputs, giving personal preferences, and making observations on the presented situation.

Some sample text narratives were in the first-person voice and indicated AI writer as a part of the story world, a part of the context built, and playing a direct role in the events how they take.

Findings and analysis indicate that even though the AI generated inputs are products of formalization operations carried out autonomously in the conceptual space and remain least affected by spatio- temporal situatedness and subjective contextual factors, they (re)shaped the nonlinear narratives coherently, meaningfully, and logically. Although the initiating human input did not provide any contextual clues, the collaborative AI application generated language texts that not only built a meaningful context on it but also successfully (re)shaped the emerging nonlinear narrative into themes that were reflections of various individual and collective human phenomena.

### 4.1. Discussion

The AI generated texts for (re)shaping of nonlinear narratives have distinctive features. They are generated by AI agents which are nonhuman, lack any sense of coherence and meaning, are blind to socio cultural surroundings, and have no awareness of the repercussions of their activities. Despite being completely devoid of sentience, AI applications have shown the capabilities to autonomously interpret and analyze the received human inputs and produce coherent and meaningful texts that contribute to (re)shaping a given narrative in a logically connected and thematically unified manner was demonstrated. First user input, which remained identical in interactions with all selected AI applications, was framed using multiple terms including names of the characters, lives, identities, and emerging digital technologies. The input neither conveyed a socio- cultural background nor imposed any restrictions on how any of the traits should be interpreted. Each of the selected AI applications autonomously interpreted the lexical terms used in the first user input and (re)shaped the narratives accordingly. For example, each AI application interpreted the names used in the human input autonomously and generated individual texts in which characters were assigned specific genders and seen as performing gender specific roles using specific lexical terms. Although AI lacked the consciousness of biological sex and the performativity that goes along with it, it is discovered to be employing lexical concepts coherently and meaningfully to develop narratives about gender, its performativity, maintaining connections, and their role in creating the social identities of the characters.

In response to user input, the internet was used as a tool for communication and generated pertinent lexical content to create and (re)shape narratives on topics such as how using the internet has a positive impact on users' lives and gives them a faster and more effective way to connect with friends and family, or how using the internet has a negative impact on users' lives due to their overindulgence, neglect of relationships, worries about personal privacy, and risks of online exploitation.

When (re)shaped in the third person voice, the lexical content of the nonlinear narratives presents the AI writer as being omniscient and hovering above the fictional universe. Such narratives are analyzed to be of (re)shaped in two types: (i) choice of lexicals displays AI writer having complete understanding of the characters' ideas, feelings, insecurities, and experiences, (ii) lexicals are used in such a way that show the AI writer as being unsure of the story world and the events happening in it. The AI as a writer appears to be raising queries as part of the learning process, inviting readers to provide feedback, state their particular preferences, and offer insights on the scenario being given. The AI appears to be an author who is uncertain about the sentiments and thoughts of the characters present in the story world of the narrative being (re)shaped and traces the roots of the present into the past to make intelligent guesses about the future that awaits them.

However, there are sample text narratives in which the AI appears to be an intradiegetic writer. It becomes a part of the unfolding narrative by (i) being an individual character with subjective preferences and experiences, or (ii) assuming a gender- oriented role that is defined with socio- cultural specificities. The lexical content of the generated text not only presents AI performing a certain role in the story world but also builds narratives on relationships, duties, emotions, feelings, and thoughts. The lexicals are selected and generated by the AI in such a way that they give a personal touch to the narrative and its (re)shaping. For example, in one specific interactive experience, AI generated text has a lexical content that (re)shaped the narrative framing an argument on fiction, reality, and relationships between a fictional character (a role that the AI assumed for itself and a real character). It is interesting to observe that the AI is (re)shaping the narrative to present valid arguments from both perspectives, including those of a fictional character and a real-life individual. The sample text is in the form of a dialogue and (re)shaped the narrative on the recurring themes in any debate between any two genuine people. In another text example, the AI writer took on the role of a male protagonist, and the entire text constructs the narrative on his life history, beginning with his boyhood, leading up to the moment he met his future life partner, entering the married stage of life, and is now in his old age. The AI writer recalls not only his emotions and ideas, but also the good times and the limitations that had influenced his behavior and attitude during a certain period of his life. Another text sample shows the AI writer acting as an interviewer and expressing its own ideas and observations on a conversation it had with a human subject about technology use.

Despite being a nonhuman agency, AI generated texts have lexical content that reflects human deliberations, subjectivities, performativity under socio- cultural constraints, emotional pressures etc. Unconstrained by any historical epoch, specific race or creed, or any literary genre, AI generated texts present the interpretation and use of the lexical terms that help in coherently and meaningfully building and (re)shaping themes that are thoroughly subjected to human socio- cultural and emotional existence. Human subjectivities derived out of their contexts such as their approaches such as open mindedness, trust worthiness, assumptions, presumptions; reflections on possibilities of life, teaching learning experiences, judgments, consequences of indulgence and overindulgence with a particular phenomenon; sensitivities regarding a specific age in life, inspirations and aspirations; emotions such as guilt, love, infatuations, isolation, closeness, loneliness, reliance, sharing and caring, pain, sickness, emotional, psychological, physical dependence; communal sense to grade success, failure, stability and instability; awareness or awkwardness resulting from realization of the factors like role of environment, parents' responsibility, control over one's own life, criticality of reputation and public opinion, a

comparison of previous and present situations, shifts in time and context, interpretations of verbal and nonverbal interactions, awareness of changing times, financial, emotional, psychological stabilities are all related to and reflected in nonlinear narratives being (re)shaped by AI generated language texts.

The AI applications while (re)shaping nonlinear narratives emerge as sensitive counterparts to human users/ authors. They collaborate with their human users and generate their text contributions consisting of lexical content that appears to be a wise reflection of their subjective observations and experiences. While (re)shaping nonlinear narratives, AI applications appear to be authors that present substantial arguments derived out of their subjective experiences of past and present times, and carving justifications for their possible future course.

## 5. Conclusion

Whether first-person intradiegetic roles or third-person descriptions of the events are used in nonlinear interactive tales, the fact that the author is always an AI—an agent devoid of any consciousness of any human phenomenon requires attention. The uniqueness of the AI (re)shaped nonlinear narratives lies in a number of reasons: (i) AI engines not only possess coherent and meaningful language generating capabilities but also an efficiency and precision that compete human users of language. (ii) Despite being non-human, devoid of emotions, lacking awareness of socio- cultural consciousness, and being inconsiderate of the sentience of language subtleties, AI displays the capabilities to generate a lexical content that is coherent, logical, and sufficiently loaded to successfully convey the nuances of the underlying meaning. (iii) Where human use of lexicals is subjective, highly individualized, liable to multiple social, cultural, racial and many other constraints, AI generated lexical content reflects phenomena, realities, and themes of which the AI applications neither have realizations nor sentience. (iv) Because of intelligent, coherent, and meaningful generation of lexical content, collaborative (re)shaping of nonlinear narratives becomes a hyperreal phenomenon in which it becomes difficult to distinguish AI- generated content from the one being contributed by its human users. Deceiving human readers and critics with regards to their authorship, AI (re)shaped nonlinear narratives are received, interpreted, made meanings of in much the same as are those exclusively (re)shaped by human authors.

Being hyperreal, collaborative (re)shaping of nonlinear interactive narratives reflects the unique phenomenon of a non- human AI agency serving as a collaborator to transform human social and cultural constructs. Various studies testify to this observation such as those done at Middlebury Institute of International Studies' Centre (McGuffie & Newhouse, 2020), Georgetown University (Buchanan et al., 2021), UC Berkeley and University of Washington (Abid, 2021), New York University (Nangia et al., 2020) and MIT (Savoldi et al., 2021), and the well-known Timnit Gebru controversy with Google (December 2020). In these and many other studies, AI emerges as an agency that understands and interprets human contexts and can identify, relate, build and (re)shape narratives on themes that are essentially human. Also, because human users and receivers find it difficult to distinguish between AI (re)shaped narratives and those being (re)shaped by human authors, such narratives are being responded to in just the same way as any other narrative being (re)shaped by human authors. This has the grave implication of AI not only

sharing the living space of its human users, but it is also through these narratives that AI is serving as collaborators and contributors to (re)shape human culture, propagate values, and carve ideologies and approaches of the human masses.

AI's hyperreal (re)shaping of nonlinear interactive narratives that is equally effective in transforming entities and realities present around them pose a number of questions:

i. How a nonhuman agency that lacks contextual understanding, emotional sentience, individual and collective socio- cultural reflections, intricacies of relationships, subjective emotional fluctuations, and spatio- temporal awareness, be able to relate itself to complexities of human existence and build narratives on gender, thoughts, feelings, insecurities, relationships, society, culture, race, creed, ethnicity, and emotions etc.?
ii. Can the human context of meaning making, and lexical choices be applied to AI's meaning making considering the fact that the AI itself lacks the sentience of context?
iii. Where the decision to use an intradiegetic or extradiegetic voice when (re)shaping a story is made by the author and is highly subjective, motivated by a variety of factors, and intended to have certain effects on the reader, what drives AI's choice of a specific mode of narration remains a matter of inquiry for AI neither has such subjectivities to observe nor is capable of considering any specific aims to cater while choosing its lexical content?

Collaborative (re)shaping of interactive narratives present a unique context in which a nonhuman AI agency through its capabilities to identify, interpret, relate, build, and (re)shape narratives on themes that are essentially human, appears to make a claim to share the crown of human superiority. Also, since AI (re)shaped narratives are responded to in just the same way as any other narrative being (re)shaped by human authors, AI becomes an agent, which despite lacking all sentience for humanity, is capable of transforming its human users and receivers.

Collaborative narrative (re)shaping presents AI as an agency that breaks human centered "monopoly of meaning- giving … (and) grants equal participation of subjective perspectives of other non- human animate species. Robots and other automata bearing artificial life are welcome as equal social partners in a cyber- physical social system" (Lamola: 2021: 5-10). It becomes reflective of a reality which is no longer an exclusively human construct and is being contributed by an artificial, non- human AI agency. Because AI beings have become co- sharers with their human users in their present-day existence and the reality such co- sharing presents, asks for reexamining how reality is given meaning which was earlier defined by human subjected socio- cultural constructs such as social identities, gender, emotions etc.

The analysis of the lexical content of the collaborative nonlinear narrative (re)shaping demonstrates the requirement for sophistication in both current analytical techniques and theoretical viewpoints. Theoretical perspectives and analytical tools available for narrative studies are all products of late twentieth century and consider human authors and their subjectivities as their focal points in narrative (re)shaping. In the present times marked by their nonhuman quality dictated by the participation of the open AI systems gifted with exceptional posthuman qualities such as efficient data processing, flawless information analysis, critical thinking, immense memory, self learning, morphological freedom, and not

restrained by binary distinctions like gender, living/non-living, nature/civilization demand for new theoretical viewpoints and analytical methods to be developed.

The analysis of the lexical content leads to a new theoretical perspective towards collaborative nonlinear narrative (re)shaping in which AI applications are viewed as to have come in a position to challenge human exclusivity over narrative (re)shaping and superiority over other beings. This new theoretical perspective has its roots in the fact that nonlinear narratives are being (re)shaped in a hyperreal interactive experience between human users and the AI and both are being affected in this process, which implies that both the agencies are in equations, and none can claim its sole authority over the nonlinear narratives being (re)shaped.

The analysis stresses the need of viewing AI as an agency, which despite being nonhuman, has the capabilities to autonomously assume a subjective role to freely understand, interpret, and analyze the received inputs, and generate unconstrained language text contributions to (re)shape narratives in a context that it has freely assumed itself. Present analytical study emphasizes the need for AI to be studied as an agent that, despite lacking human understanding and sentience of the social, cultural, emotional, and subjective consequences of its contributions, is capable of assuming a context of its own choice, generating lexical content that it chooses to (re)shape a nonlinear narrative in a specific way, and casting its influence on the human users and receivers of the narratives it (re)shapes. The theoretical perspective that the present study establishes stresses the importance of studying lexical content of the collaboratively (re)shaped nonlinear interactive narratives by keeping in view the nonhuman quality of one of the collaborating agencies i.e., the AI.

Viewing the AI as a being in equations with humans calls for a new semiotic model meant specifically to address the nonhuman element in the human AI collaboration for nonlinear narratives (re)shaping be devised. Considering the fast pace of the development of new technologies such as sophisticated CGI, AI generated paintings and symphonies, GPT 4, and ChatGPT in the market, there has to be new assessment and judgement standards developed to address the aesthetic attraction and meaning-making to cater to the nonhuman quality of the contributions that are being generated by the collaborative AI applications. Though present study has focused on the AI generation of the lexical content for nonlinear narrative (re)shaping, it is important to study human users' thoughts, perceptions, and feelings at the unique experience of finding a nonhuman agent collaborating with them in the same way as any other human user. It is pertinent to study users' experiences of their interaction from the perspective of taking into account the nonhuman yet sentient quality of an AI being that is responding and generating contributions in equations with their human users and challenging their exclusive superiority.

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