

Chatbot Dialoguing and Writer's Block in Literary Creations

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Article Received: 04/07/2026

Article Accepted: 06/08/2026

Published Online: 07/08/2026

DOI: 10.47311/IJOES.2026.8.08.114

Abstract:

Artificial Intelligence has made the world simpler. It has also made great contributions to the Literary Sphere of activity. When it comes to the literary world, reading texts and interpretation have become easy and unchallengeable. But there are many challenges that readers and literary enthusiasts are facing. One of the major challenges is that of the natural talent for creativity which has been snapped off. The author has a wide readability but he/she suffers from a Writer's Block at times. There is a gap between the literary creation and created. The whole concept of original ideas can get distorted by the literary creation itself. The theoretical base that I have established is the theory of Cyberpunk Literature. This impact of AI is mostly due to the fact that the natural process of creativity and growth is stunted and heavily dependent on a thinking machine. Dehumanization, instability are the aspects seen in human beings. Concrete concepts can be replaced by AI, but not skills and human qualities like Empathy, Creativity, Collaboration Skills and Reasoning.

Empathetic reasoning and creative exercises delve deep into the arenas of the human mind and psyche. If this is stimulated well, then the thinking which is dependant on machines will be having a limit. Humanly emotions cannot be expressible in toto.

Through the dissection of various books and novels, I seek to examine the premise that Literature which is heavily dependent on Chat GPT Generated Content will lack scope for creativity and good reasoning. The mind needs to think on its own and explore newer and newer horizons of ideas and creative literary content.

Key Words: Chatbot Dialoguing, Writer's Block, Dehumanization, Creativity, Collaboration Skills, Cyberpunk Literature

Introduction:

The advent of Artificial Intelligence has made life easy and accessible in every field of activity. Likewise, literary creations have swept the world of Dialoguing and Character recognition. Through this, gains are visible in the land of the creative piece. The author finds his/her chance to create, make things visible and display it to a larger context. Nevertheless

the creative artist suffers from a temporary writer's block. There is an essential gap between the creation (idea) and the created work.

Original ideation can get distorted by visual images and real contexts. The above statement is the premise of my research paper. The theoretical base that I am constructing is Cyberpunk Literary Thought. Cyberpunk Literature is a subgenre of Sci-Fi Literature where anti-heroes are stuck in a world of dehumanization. Going even further this genre is one step ahead of the idea that Cybernetics is replacing human functions and reduced visibility cum emotionality. This is attributed to Bruce Bethke a scientist who worked on Punk Literature. The culture of Nihilism developed in the 1970's and 80's. Critics and writers like Samuel R Delany, Bruce Sterling, William Gibson were popular figures. John Shirley, Rudy Rucker are among others. Neuromancer of William Gibson(1984) took off as an effective movement. It is a genre regarding rebellion and the several cleashades of political, social life.

Cyberpunk Literature began as an experimental storytelling genre. It had within its themes Technology and Vaguity. Anxiety and Science based Progenitor topics like discovery of fossils, gatekeeping is allowed too. Cyberpunks famous characters are Cadigan, Melissa, Scott, Lisa Mason, Max Headrooms AJ Jenkel, Deleny, Ellen Datlow are the evolutioners of this genre. Richard Paul Russo's work Destroying Angel is an actual for real noir detective novel.

Lavie Tidhar's "A Man Lies Dreaming" associates Gonzo's Postmodern culture with Cyberpunk Literature. Blade Runner is another work of Postmodern importance. Cowboy stories are examples of this genre. Writers like Janelle Monae and Alaya Dawn Johnson's "The Memory Librarian" is a novel about loneliness and isolation. Cyberpunk literary works feature reckless corporate stories, like unfair government themes of inequality and writing. Self-Preservation is a theme that is dealt with constantly. It's a Cyberpunk literary scheme of activity and mind. There is a famous saying, Nihilism is futile, authoritarianism, anti-corruption are themes and ethos.

Writers like Martha Wells, Kazuo Ishiguro, Ian Mc Ewan brought about some scheme of chatbot dialoguing in their novels. The Murder bot Diaries, Klara and the Sun, Machines like Me are chatbots that have become cultural symbols to be dealt with. Modern Chatbots are named as Eliza and Parry, Racter. William Chamberlain and Thomas Etter used the program syntax style while Racter the character responded with descriptive paragraphs and verses. Racter is termed as an artificially insane bot. In an article titled "The Policeman's Beard is Half Constructed" (1983) the introduction of a book was done by a computer. Apart from that the Creative Writing was Computer assisted and proof read but the editing part was left over.

Chamberlain the character questions the whereabouts of the computer talking endlessly in good English but without any sense. Computer based poetry, Prose categorises itself in formal communication of “The Mind of a Machine”. The book processed a surrealist imagination of coupling together aesthetic experience and communicative computer interaction. There is an organization called Electronic Literature Organization (ELO) which is a storehouse of Bot Literature. Case Studies include an example of Emily Short’s character called Galatea which won an Art Show. Galatea has a certain mood and it ascertains the relationship between the creator and the creation. Chatbot Fiction’s another piece is Michel Mateas and Andrew Sterne’s Façade. This conversation is a blend of NLP Technique combined with direct interaction of the hosts. Most famous literary chat bots are Existor Willot that helps one chat with Shakespeare. Fast bot offers character and Author bots. Wonderbot was an Alice in Wonderland Chatbot. BBC Licensing is an added feature; they have a supporting license software which has interfaces with industries and its aesthetic uses. BBC’s Research & Development Team started a new venture called “Talking with Machines”, designing interface for a device with no screen. This project includes Senior Producer. Henry Cooke’s and Tim Cowlshaw who are Amazon’s Echo Speakers OULIPO and Surrealist experiments with Dialogue is the name of BBC’s Pilot Program. Lucier’s Software Echo has a feature to remove errors and mistakes and it has an example of using software for Surrealist approaches like Spirit AI interface which uses innovation. The real pit fall and challenge lie in the fact that comprehensive Human skills like Creativity, Collaboration Skills, Abstract and Systems Thinking, Multi-dimensional work environment, Empathy and Reasoning skills is irreplaceable. Languages, Art, History teach critical skills that could reach to a full potential with solutions.

Microsoft gains a Liberal Arts necessity for the future of Technology graduates. AI has entailed emotional planning that crystallizes misdirection, power imbalances and emotional avoidance subtext. It can also explain better, it makes characters express feelings and gesticulate while non-verbal communication happens. There are some situations wherein AI was forced to get more creative for solving problems because it wasn’t programmed for situational dealing and analysis. A dialogue change in any creative script becomes a subtext. Every line which is emotional also becomes a subtext. Dialogues in a text is replaced by physical beats. Character observation feels like a lived in performance. At times the plot looks like a marketing tactic. AI Cosplaying is the concept of replicating human beings possessing emotions. Dialogue Framework, Prompts, Cast Studies and templates work in a timely manner to render an AI touch to the creative works. The novels “Several People are Typing” by Calvin Kasulke, Cara Bastone’s Sweet Talk, A Closed and Common Orbit by Becky Chamber and Galatea by Emily Short Gerald are examples.

The Central Character Protagonist Calvin Kasulke is told to be sacrificial. Gerald an employee finds himself in a mess and is robot like. Communicating through Slack messages is their mode of communication. Typing and not talking is adhered to. Co-Workers are

employed to bring them out of the mess. Typing quirks of characters are reminded of their punctuation. Existentialism is the ongoing literary debate in the novel. Technology and Corporate based Politics are cleverly demarcated and divided in this novel.

Kazuo Ishiguro's work *Klara and the Sun* is a novel that deals with AF robots. This acts as a friend to the young people. Klara is waiting to be bought and her manager ignores it. She depends on the sun for energy, batteries are being made of solar energy. Josie selects Klara to be her friend and her mother takes her to an isolated spot. The concept of Dystopia sets in this novel. Josie's father is a high flyer and is replaced by machines. Lifting is a metaphor for class distinctions. Religion is a minor leitmotif in the novel. Personification is used very effectively in the novel with Klara heading out to the sun to carry out a favour. Rick is a neighbor to Josie and is helping her to succeed. Klara and Josie are friends. She saves her friend from danger through the sun and not directly.

Ishiguro has carried out contemporary themes bearing a futuristic perspective. AI is not a replacement for future forecasts. Richard Powers's *Galatea* is a powerful novel with a Pseudo Autobiography. The Pygmalion Myth is told by a University experiment through a Cognitive Scientist. They are training on a Literature Syllabus. Philip Lutz is the main character Protagonist of the novel. It has themes of love, loss and human emotion. A computer named Helen is invented and a complex story telling ensues. Lutz and Powers come behind a computer named Helen by setting up a database to help it pass an English Literature exam. There is a knowledge exchange happening until one fine day it begins probing into questions pertaining to identity and race. The climactic moment in the play begins to appear when there's a jinx in terms of a failed love affair. The book has a question mark of a true value of a machine and Literature in comparison. There is a self-examination in the novel. Self-examination drives him to the reality of a publishing career. The protagonist gets converted to a hermit before the advent of the internet. He meets a researcher to learn about machine intelligence and become friendly with Lutz. Science's powers are acknowledged there. Doubt, arrogance are compared to the human situation. It is an exercise in therapeutic essence. An Art Exhibition on Artificial Intelligence is the opening scene. The sculptor falls in love with the statue Galate. She's wearing an Emerald Dress. It's an open ended story. Codes like Eliza have developed Chatter Bots as a scenario. The statue comes to life in a museum. It has a bi-mood and memories. Transformations are realistic and timed about. Undertones of Feminism, Creator –creation dynamics and Artificial life is hinted at.

In Conclusion, Chat Bots have already become authors of books. Human eyes have never viewed these AI generated images. The most interesting question in future will be the response of readers to collaborate writing books with bots. Individualization and Identity will then remain pertinent questions.

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