



Man vs. Machine: A Comparative Study of AI and Human-Generated Narratives

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ABSTRACT

The research aims to show that AI systems can create human like narratives that resonate and captivate the readers and how they are different from the human narratives. Artificial Intelligence (AI) is the imitation of cognitive ability in the devices that act or think like humans. It performs various tasks like reasoning, problem solving, learning, language understanding and perception based on human intelligence. As the world becomes more digitalized, AI will appear as the backbone of progressive education, making learning more accessible, adoptive, and cognitive. With developments like Meta AI, educational situations will become more interactive, immersive, and designed to individual learning styles. The research analyzes the two short stories, a human generated story A Very Old Man with Enormous Wings by Gabriel Garcia Marquez and AI generated story The Island of the Forgotten Musician by using the framework of Austin and Searle's Speech Act Theory. J. L. Austin and Searle examine that language is not only used to present reality but at the same time it also performs some actions. Use of utterances within the stories violates the rules of Speech Act Theory. By using this theory, the research identifies the language used to convey meanings, create social relationships between the characters and the similarities and differences between the man created story and AI generated story. AI has a natural language process (NLP) that helps the devices to understand human language and to solve their queries. The research is qualitative in nature and the texts of the stories are used as primary data.



Introduction

The life of a modern man is full of hustle and bustle. A modern man works like a Trojan from dawn to dusk. In the breathtaking and busy routine, which sometimes becomes dull, AI is no less than a stroke of cool breeze. AI has revolutionized every field of life from searching on YouTube with voice to the manager of the online shopping stores. Every field is under the influence of AI. ChatGPT is one of the leading and most popular AIs. It has automated mundane tasks and enhanced decision-making. It has an unimaginable potential to change the economic norms, solve various complex problems, and thus improve the overall quality of human life. It is gradually becoming an indispensable need for the individuals, and organizations because there are AI-driven systems in healthcare, online shopping, education, customer service, customer experience, etc. Such AI-powered systems enrich the human experiences. Although the use of AI is limited in underdeveloped and third world countries, it has taken over the full departments and fields in countries like Japan, China, etc.

AI is becoming the mandatory part and parcel of the educational institutes. AI is used sometimes to brainstorm and often to generate new ideas. From assignments to organizing ideas and making timetables, everything is carried out with AI in just a click. AI has revolutionized the way of learning and teaching. AI helps in language learning and teaching to the students with various disabilities. AI can cater a wide range of students and purposes in the educational sector. AI generated narratives and responses are often very different from the human generated narratives. Undoubtedly, AI generates the desired responses in seconds, but it cannot be compared to the human generated narratives. With the advancement in the AI, it is the need of the hour to change the algorithms of AI to generate more human like narratives. This study aims to provide useful insights to make AI generated narratives more like human like narratives.

This study aims to probe various similarities and differences between the AI generated narratives and human like narratives, to provide suggestions for designing AI in a better way. For this purpose, this study has chosen the story, "*A Very Old Man with Enormous Wings*" of the renowned author, Gabriel García Márquez from his recognized book, "*Leaf Storms and Other Stories*" (1972). The main themes of the story include the nature of faith, spirituality, magic realism, isolation, tension between reality and fantasy, greed, and corrupting impact of power. A prompt is given to Meta AI for creating a story with the relatively similar themes and it provided the researchers with a unique story having the title, "*The Island of the Forgotten Musician*". This research analyzes both the stories using speech act theory of Austin and Searle (1962). The research is delimited by selecting five out of numerous examples from both the stories and highlights locutionary, perlocutionary, illocutionary acts and classifying them into assertives, declaratives, directives, expressives, and commissives. After analyzing the selected examples from the texts of both stories, the study highlights the similarities and differences in AI generated and human generated narratives. Based on the analysis and observations, suggestions are given to make significant changes in the algorithms of AI to generate more human-like narratives. This qualitative study is a unique topic of its kind to add to the existing literature.

Research Questions

1. What are the similarities and differences in the Ai generated narratives and human generated narratives?
2. How can Ai generated narratives be made more human like narratives?

Literature Review

Muhammed, and Fatah (2024) explain the linguistic deviations in the Gabriel García Márquez's short story *The Very Old Man with Enormous Wings*. Gabriel García uses weird language and non-realistic fiction to identify the themes like society's detachment and human behavior. Muhammed and Fatah use the Geoffrey Leech and Mick Short's model that divides the deviations into different key components i.e., lexical, semantic, morphological discoursal, graphological and grammatical for the stylistic analysis of the story, they violate conventions and rules of the English language used in the text. These deviations create the confusion in the story line between the doubt and belief and arise the questions about the nature of the man. The aim of the stylistics is to examine the function and utilization of all linguistic patterns for their semantic significance in the given context. The analysis proves that these divergences are not random but essential to the complexity and thematic presentation of the text. The study increases the understanding of how language exploitation effects on reader's responses and evaluations of the text.

Santoso, Sujatna, and Mahdi (2014) focus on the short stories *Crush (ed), Xcelco Cafe, Curly Meant Silents, Grandma from Nowhere, Heart and Hands, The Gift, and Your Guardian Angel* that are printed in teen magazines "Creative and Smart" from different years and volumes. The research aims to examine the pragmatic linguistic functions in teen short stories. Language play an important role for representing social attitudes, communication and for shaping opinions. It is a designed system used to express emotions, feelings, and thoughts. Santoso, Sujatna and Mahdi use the pragmatics speech acts to analyze the stories, in which the actions are performed through utterances. It also shows the relationship between the language that is used to speak and what meaning is conveyed through it. The analysis of speech acts involves commissive, directive, declarative and expressive types that provides better perception of their functions, emotional sonority, and their usage patterns. The researchers point out that different speech acts involve in dramatic progression, character evolution and apparent in interactional context.

Briana (2024) compares the Human-generated text with AI generated text from ChatGPT to clarify the authenticity of AI generated text by using linking adverbials (LAs). The research aims to examine that ChatGPT replicates human writing structures with cohesive markers. Briana uses the comparative corpus analysis of different human-written text that generated from opinion columns of various Filipino news outlets that involve Philippine Star, Business Mirror, Manila Bulletin, and Philippine Daily Inquirer (March–May 2024) with AI-generated columns by giving the same prompts of human written topics to ChatGPT (GPT-3). AntConc software is used to determine the LA patterns and frequency. The change in LAs are used in semantic and syntactic classification. According to Biber et al. (1999) linking adverbials are divided into six types i.e., Summation, Transition, Contrast/Concession, Apposition, Enumeration/Addition, and Result. The research shows that AI selects systematic and structured connections, relying on summation, enumeration, and addition LAs, on the other hand human writers depend more on transition, apposition, and result LAs to build the connections between ideas. AI uses the formal writing style and the most complex syntactical structures. Linking adverbials are mostly used by the human writers.

Johansson (2023) compares the learners-written essays with AI (ChatGPT)-generated essays to examine the AI's proficiency that has unique style and tone. The paper highlights the AI's involvement in education and its impacts on students' writings. Johansson uses the VIRS-mini framework to evaluates the writer's presence, self-identification, confidence, and conviction from the students' written texts. VIRS-mini model involves the key components i.e., voice, intertextuality, Rhetorical awareness and text's structure, students or scholars used this framework to examine the written text and provide the better understanding of writer's proficiency and

highlight the areas of weaknesses. Different prompts like introduction, realism sections, postmodernism, modernism, graphic novel, and conclusion are given to ChatGPT to generate the text and each prompt must contain clear guidelines, word count limits, explanation about what must be include, and sources. The research shows that AI can generate text but not same as the text written by a man and generally lacks the unique traits that make authors work authentic and logical. The student's writing involves the rich vocabulary, personal tone, and sophisticated voice.

Anca, and Frank (2023) examine that human and AI can work together to generate new worlds and narratives. Human can create stories very well, but this paper shows that AI can be a very helpful companion in innovative process. The aim of the study is that AI is not only a tool but also act as a co-creative partner, and by developing new ideas AI increases human creativity. Anca and Frank use conceptual and theoretical framework to investigate the collaboration of human and AI in developing narrative worlds. They analyze the current research narrative structures, AI-driven innovation, and storytelling frameworks and develop a knowledge graph model to suggests narrative elements and to facilitate AI assisted narrations consist of seven categories i.e., Topos, Telos Epos, Ethos, Genos, Logos, and Chronos. AI establishes a meaningful connection between the characters of the story. AI help authors to create narratives in the form of Shelley and paper dreams. The research points out that AI can overcome writer's block by developing unique narrative ideas. Human judgement is important to maintain moral standards and uniqueness.

Cao, Jiang, Wang, and Yang (2022) discuss about Artificial intelligence (AI) have been controlled by a Man vs Machine narrative and the main idea tha will AI replace skilled jobs? This fear has triggered a lot of research that how artificial intelligence affects different human jobs and opportunities. Most of this research has seen at the conflict between humans and machines trying to know which jobs are threatened and which might be generated because of AI. But there's a transformation that take place, instead of asking this question that whether machines will replace humans, researchers are starting to explore that how humans and AI can collaborate. A good example is chess: after AI like IBM's Deep Blue beat grandmaster Garry Kasparov, new forms of competition emerged where a human + machine team could exceed both solo humans and solo machines. That's the motto for this study. The study is designed on the idea that, like in chess combining human insight with AI's computing power could beat either one alone specifically in complex tasks just like stock analysis. This approach isn't extensively study yet, particularly not in financial professions, Thus the authors objective is to fill that gap. They also join their study to growing fields of research, just like that How AI affects skilled jobs like financial analysts or doctors. And how big data and alternative data (like satellite images of parking lots) can improve decision-making in finance. As many other studies that just explore how AI performs or how AI changes labor dynamics, this study examines that the authors build their own AI analyst. This allows them to compare it directly with human analysts and see what happens when the two AI and humans collaborate.

Jarrahi (2018) provides a conceptualization and critique of contemporary organizational decision-making. The novelty of this article is that it proposes a constructive solution, in contrast to mainstream thinking, which is that AI simply stands in for human workers. Jarrahi instead proposes a rather more egalitarian view wherein human and AI share utility, each contributing their respective strengths in an ever complicated and uncertain world for the sake of better decision-making. AI is, in his view, much faster at analyzing large amounts of information and producing conclusion-based analyses, whereas humans charge the areas of ambiguity and intuitive decision-making. Because the emphasis must be placed on synergy, AI ought to be considered as a support tool for human thinking rather than a substitute to human thinking. Second, as Jarrahi goes on to explain, the present debate around AI needs to be framed historically, citing economists like

John Maynard Keynes, who wrote of "technological unemployment," thus trying to imply that the apprehension against job disappearance is nothing new. He is very critical of organizational practices that endorse AI just for cost-cutting in the short run, arguing that this short-sightedness may not allow firms to benefit from the major broad long-term gains they can make through the partnered intelligence of man and machine. With a cooperative paradigm, the paper urges management to start thinking of long-term consequences in their use of AI, increasingly assisting human decision-making with AI systems rather than displacing jobs at the expense of human labor. Jarrahi demonstrates this by providing contemporary instances from firms like Procter & Gamble and American Express, where he elaborates on how to engage with AI while preserving the operation of human employees. The article is inspirational in demonstrating how AI can complement prosaic tasks while also enhancing creative and strategic capability among human managers, all the while not losing sight of some complex social forces behind decision-making. The essence of Jarrahi's book is a call to action to recommence AI in the other way. Instead of seeing it as an enemy, organizations should view it as a collaborative partner that can spur individual and collective intelligence. The illuminating review by Jarrahi is a clarion call to the organizations concerning the updating of their AI strategy, opposing the days of tomorrow when human and machine faculties will join hands in addressing the intricate problems of the current decision-making scenario. The paper thus makes its hard-hitting impression on the nascent area of AI and work by suggesting the way for the discussion to be carried forward.

Theoretical Framework

The researchers have selected a human-generated short story "*A Very Old Man with Enormous Wings*" written by Gabriel Garcia Marquez with the main theme of magical realism and then give command to Meta AI to generate a short story with the same theme of magical realism. Meta AI generated a story titled "*The Island of the Forgotten Musician*". The research focuses on the comparison between human-generated and AI-generated narratives by using the Speech Act theory of J. L. Austin and Searle.

Speech Act theory firstly introduced by John Langshaw Austin in his book "*How to Do Things with Words*" published in 1962 and later it was further evolved by Austin's well-known student John Searle in 1960. Speech Act theory is a theory that deals with the systematic use of language. J. L. Austin and Searle argued that language is not only used to examine the reality through communication, but it also performs actions. According to George Yule 1996

Actions performed via utterances are generally called speech acts and, in English, are commonly given more specific labels, such as apology, complaint, compliment, invitation, promise, or request (Yule, 1996, p. 47).

J. L. Austin started the Speech Act theory by dividing performative utterances (the statements that don't represent the facts, but they perform some actions.) into three types i.e., Locutionary acts, Illocutionary acts and Perlocutionary acts. Locutionary acts involve the actual or literal meaning of the text or just saying words e.g., "Close the window.", "Can you give me your laptop?" Illocutionary acts involve the intended meaning of the text that a person wants to say e.g., "Close the window." A person is giving command to close the window because of the winters, "Can you give me your laptop?" Someone is requesting in a polite manner and asking for the laptop. They also involve the performing of actions i.e., requesting, commanding, apologizing, ordering, and promising. Perlocutionary acts involve the response of the listener or effect on listener e.g., when someone says, "close the window" that effects on the listener and now the door is closed, "Can you give me your laptop?" The effect on listener is that he gives laptop to fulfill the request. Austin's idea of Speech Act Theory shows that language is not only used to describe reality but also used to

do actions. Language is action oriented that give rise to the development of the Speech Act Theory.

John Searle admired the idea of J. L. Austin and designed five basic types of speech acts i.e., Assertives, Commissive, Expressives, Directives and Declaratives. Assertives involve the statements that must be true or related to the reality. Examples: state, describe, assert, or conclude. 'The sky is blue.', 'Researchers conclude that data used in the article is qualitative.' Commissive involve the commitment to do something in future. Examples: promise, or guarantee. 'I promise to meet you tomorrow.', 'The restaurant guaranteed that your food will be delivered within 30 minutes.' Expressives show the emotions, feelings, or attitudes. Examples: apologize, thanks, sympathize, or congratulate. 'I am sorry for my mistake.', 'I can imagine that you are suffering from hardships, all my sympathies are with you.' Directives involve the direct requests or commands; it also ensure to perform some actions. Examples: request, ask, or order. 'Please open the window.' 'Have you completed your assignments?' Declaratives, in which the speech acts are used to declare something or to show the reality. Examples: declare, resign, or sentence (in court). 'A Policeman resigned from his job.', 'The court sentenced the company to close it for one year.' Searle's model is more precise and systemized that clearly shows how language plays role in communication.

Analysis

Speech Act Theory by J. L. Austin and Searle categorized into Locutionary acts, Illocutionary acts and Perlocutionary acts. It is classified into commissives, assertives, directives, expresses and declaratives. In the story "*A Very Old Man with Enormous Wings*" Gabriel Garcia Marquez uses different speech acts to express the feelings, reality, or emotions of the characters or how they effect on readers. The story explains that there is a man named Pelayo and his wife Elisenda were worried about their child's illness. They had killed the crabs because they thought that child was ill due to the pungent smell of crabs. When Pelayo was coming back after throwing the crabs, he saw a very old man with enormous wings in a pitiful condition in his courtyard. Pelayo called his wife and they both were frightened to see him. Then they called a woman who knew more about the life or death.

"He's an angel," she told them. "He must have been coming for the child, but the poor fellow is so old that the rain knocked him down." (Garcia, 1972, p.18)

In this line locutionary act is that woman told to Pelayo and Elisenda about the old man that he is an angel, who came here to cure your child. Illocutionary act involves the woman trying to persuade both husband and wife about the mystical nature. Perlocutionary act expresses the thoughts or feelings of Elisenda and Pelayo who are thinking about what they should do. On the other hand, they were frightened or shocked. The above story line is assertive or declarative because woman describes or declares about an angel or the reality.

"Then they felt magnanimous and decided to put the angel on a raft with fresh water and provisions for three days and leave him to his fate on the high seas." (Garcia, 1972, p.185)

In one morning, Elisenda and Pelayo saw their child without fever and was asking for food. At that time, they decided to give fresh water to the angel, put him on the boat and left him so that he could survive in his life freely. It also described the irony of human nature. The kindness of Pelayo and his wife is ironic that describes the perlocutionary act of both husband and wife toward the angel. The readers identifies that it is not their kindness, they are self-centered and have a bad

impact on the readers. This speech act of Pelayo and Elisenda is commissive because they decided to do it in future.

“A traveling carnival arrived with a flying acrobat who buzzed over the crowd several times, but no one paid any attention to him because his wings were not those of an angel but, rather, those of a sidereal bat.” (Garcia, 1972, p.184)

The above line comes in the category of assertive that shows the behavior of crowd towards acrobat. Locutionary act shows that there was a traveling carnival who arrived here, but no one noticed it because it did not have wings like angel. It shows that everyone is concerned about the angel. Readers notice the irony that people ignore the acrobat and are taking more interest in angel, because it is not a real deal like the angel.

“It so happened that during those days, among so many other carnival attractions, there arrived in the town the traveling show of the woman who had been changed into a spider for having disobeyed her parents.” (Garci, 1972, P.184)

The decision letter of the angel from high authorities was late. Because in those days there was the show of a woman who turned into spider because of disobeying her parents. It shows the punishment to disregard your parents. Perlocutionary act shows that readers feel fear or sorrow for her. The statement is declarative, which declare about the woman.

“The doctor who took care of the child couldn’t resist the temptation to listen to the angel’s heart, and he found so much whistling in the heart and so many sounds in his kidneys that it seemed impossible for him to be alive.” (Garcia, 1972, p.183)

The doctor gave treatment to the angel and heard the sounds from angel’s heart and kidney. The doctor became shocked that how can angel be alive with such horrific sounds in his internal organs. Readers raise questions about the existence of the angel that is he a man who is sick or is he a supernatural being? This storyline is assertive that states the doctor’s observations.

Here is the analysis of AI-generated story *The Island of the Forgotten Musician* by using the J. L. Austin and Searle’s Speech Act Theory.

“The old man, who introduced himself as Maestro del Mar, began to play the instrument on the beach. The music was haunting and beautiful, like the siren's call of the sea.”

The old man named Maestro del Mar, played music on the beach. The music was very beautiful, horrifying, and like the Siren’s call. It seems that sea is also singing with him, and the music has supernatural quality. Perlocutionary act shows that readers become curious about the music and assume themselves to sit on the beach and there is a magical atmosphere. The storyline comes in the category of assertives in which describes the fact about old man.

“They would bring him gifts – food, drink, and other offerings – in the hopes of persuading him to stay with them forever.”

The townspeople had bought food, drink, and gifts for old man so that he stayed here. This describes the deep love or affection of people toward him, which gives the intended meaning of the line. Readers feel that old man also move towards people with same emotional power. The storyline in commissive that highlights people convince old man no to go by their offerings.

“But the old man knew that he could not stay in one place for too long. He was a wanderer, a traveler, and a musician.”

The old man knew that he was a traveler, and he could not stay there permanently. This shows old man's promise to his purpose and his self-awareness. Through old man's act readers can seek his enthusiasm to his music. The statement shows the expressive speech act.

“And so, one day, the old man packed up his instrument and said goodbye to the townspeople.”

The day had been arrived when old man said goodbye to the people. This shows the closure and presence of everyone is temporary and nothing is permanent. The townspeople seem emotional, and they remember about the time when he comes in the town. The storyline declares the end of the existence of old man.

“The townspeople never forgot the old man and his music. They would tell stories of his visit for generations to come, and they would remember the way that his music made them feel – connected, alive, and full of wonder.”

Townspeople had never forgot about the old man even though they told stories of his journey to children, and their grandchildren. This had a great transformative impact on the lives of people. It also gives the great impact on readers about the power of music and that with this story telling people unite with each other. The statement is assertive that shows musician's influence on people.

Comparisons

Here is the comparison between Human-generated narratives and AI generated narrative:

Human generated stories are unique, they involve depth, surprises, and authenticity. These stories can connect with readers. For example, in human-generated story a *Very Old Man with Enormous Wings* by Gabriel Garcia Marquez, the writer shows the quite sufferings of an angel that creates deep sympathy towards him. The stories generated by men are in more complex structures and use different literary devices. Advanced vocabularies are present in these stories. E.g., in *A Very Old man with Enormous Wings* writer used sudden surrealism that an old man who has burden in the form of wings. Human writers used indirect style of writing. They create ambiguity and try to develop interest of the readers. In the story *A Very Old man with Enormous Wings* when the townspeople think they are feeling pity for him but at one level their actions show irony. Human authors write the narratives based on the culture, religion, and personal experiences. E.g., Gabriel Garcia Marquez's story *A Very Old man with Enormous Wings* is the representation of Latin America and social critiques. Human writers can rewrite, rearrange, or refine their text if they find some mistakes.

AI-generated stories follow the existing pattern and are not generated in unique style. These stories have lack of in-depth feelings or emotions. In AI generated story *The Island of the Forgotten Musician* when musician feels sad to leave but on the other hand, he is also missing his struggle. The stories that are generated by AI are in simple form and have simple vocabulary. E.g., in the story *The Island of the Forgotten Musician* gives a familiar pattern that there a wandering musician that shows about magical realism. AI used direct style of writing, and the stories are free from suspense. AI systems write the narratives by giving existing content. They are not as much authentic. E.g., a story *The Island of the Forgotten Musician* has no connection to culture or history. AI cannot refine the data and have fixed output.

Similarities

Both human-generated and AI-generated use the same narrative style i.e., rising action, climax, and falling actions. For example, in human-created story *A Very Old Man with Enormous Wings* an

angel appears, people show reaction, and the conflict resolves and move to end. In AI-generated story *The Island of the Forgotten Musician* an old man arrives, makes affection with people, and then leaves. Both the stories express speech acts i.e., commissive, assertive, declarative etc. to convey feelings or meaning. Both narratives develop characters based on desires or goals. E.g., character may be the Maestro del Mar from the AI generated story *The Island of the Forgotten Musician* or may be the angel from the *A Very Old man with Enormous Wings* by Gabriel Garcia Marquez. AI and human generated narratives engage readers to create different themes. E.g., In *A Very Old man with Enormous Wings* identify that whether the angel is a real person or supernatural being. In *The Island of the Forgotten Musician* reflect that music has great impact on memory or emotions. Both human and AI-generated stories based on different genres e.g., fantasy, Romance etc. For example, *A Very Old man with Enormous Wings*, and *The Island of the Forgotten Musician* both have the genre of magical realism.

Suggestions

There are some suggestions about the improvement of human-generated stories and AI-generated stories.

- Sometimes human writers develop deeper themes in their stories that create unclear structure. It must be clear that improves readability.
- Writers should not use over complicated symbolisms in their work because if the contexts of the stories will be clear they can generate effective themes.
- Human writers should adopt universal style of the writings that are more understandable for audiences.
- They should avoid from the excessive use of formal dialogues that seem to be unnatural.
- Human writers must adopt different genres in their storytelling that make their work more original and fresher. They should avoid from the unsatisfying endings.
- People should give in-depth emotional dialogues, and character's insight to AI so that he can generate stories full of emotions just like men-created stories.
- AI should create plot twists, and suspense in their stories that increase originality.
- Sometimes AI does not generate related themes that confuse the readers. It should generate related themes that develop cohesion in the story.
- By using literary devices like metaphors, symbolisms, alliterations etc. AI can generate stories that are more literal.
- AI-generated narratives are not in the better quality and such narratives must be refined by humans.
- AI does not provide foreshadowing of events in the story and provides sudden events that makes the stories unrealistic. Sometimes AI provides actions without any explained reasons.

Conclusion

The comparison between AI-generated and human-generated narratives points out the main differences i.e., emotional depth, authenticity, and complex structures. Human generated stories like *A Very Old Man with Enormous Wings* rely on deeper themes, indirect narrations, and ambiguities while AI-generated stories like *The Island of the Forgotten Musician* illustrate direct language, lack of foreshadowing, and organized events. Despite these differences, both human-generated and AI-generated stories have some similarities like characters development, writing style, and use of speech acts. AI-generated stories are different from men created due to the lack of suspense or twists, unrelated themes, and lack of literary devices. To improve storytelling, writers

should avoid more complexity, formal dialogues, and unclear endings and AI should increase literary devices, and emotional depth. In the end, AI can act as a co-creative instrument that increases the development of human storytelling, but it cannot fully replace the human authorship. The best use of AI is that it can be act as an assistant of human writers that help them to make decisions in their writings. Men can use AI for time consuming such as in syntax and grammar checking, ideas for improvement, and research attendant. By this collaboration, human authors enable to refine AI generated texts with their own style and originate new ideas. When humans and AI work together they can create more impactful, and engaging content than to attain it alone.

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