– Interactive Fiction

Interactive Fiction – where the reader is given choices at different points in a story to determine the outcome of the adventure – can be an excellent way of engaging pupils. There are some great IF resources available online that can be used in the classroom to create digital versions of these stories.

A short search for Interactive Fiction tools will probably reveal more than you'll ever need and many teachers have their own favourite. Twine, a free tool that publishes directly to HTML, is a popular choice.

– How do you use Twine?

Available to download at www.twinery.org, you can choose either the browser based editor which relies on an internet connection or the desktop version – each has its own merits. While the browser based version requires no installation, you run the risk that if your browser crashes, you may lose your project. The desktop version saves your project locally, but requires installation.

No experience of coding is required to use Twine which extends its potential to a wide range of ages and experience levels, however you can choose to extend your stories with variables, conditional logic, images, CSS, and JavaScript.

Anything you create with Twine is completely free to use in any way you like, including for commercial purposes.
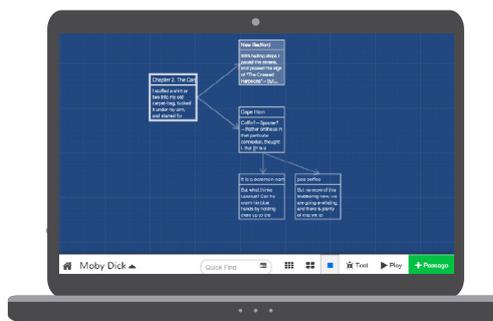
– How does Twine work?

After choosing a title for the story, the user is presented with the first passage.

- **Passages** are sections of the story that describe the current scene and offer choices to the player.

- **Choices (daughter passages)** are created by inserting pairs of square brackets around each choice, e.g. Do you want to go [[left]] or [[right]]?

  It is important that each passage has a unique name, so once you use 'left' and 'right' you will need to choose other words in future. The 'test' and 'play' options allow you to preview your Twine story.

- **Adding images** can be done using HTML tags, for example:
  <img src="http://google.com/image.jpg">

  The best images may be those in the player's imagination painted by your words. Interactive Fiction is a brilliant way to encourage students' creativity, whilst simultaneously developing their coding skills.

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This resource is also available at www.exa.foundation/resources

Extended Learning Day

On the days when the normal timetable is suspended, Twine can be a great

- **1)** Pupils are introduced to a particular aspect of safeguarding – cyber bullying. After exploring the risks, hazards and behaviours associated with cyber bullying, pupils work in teams to develop a interactive adventure for a cyber bullying scenario.

- **2)** Each team builds in a variety of choices for the player/reader and likely outcomes associated with each of the choices. Teams then share their adventure stories with other pupils to assist with the development of the scenarios.

- **3)** Towards the end of the day, teams present their completed cyber bullying adventures to other pupils who provide constructive feedback on their creations.

Family Hack Jam

Twine is great for these events, where children and their families develop games together. For example, teams can use Twine to create adventure stories based on a theme, such as local history. They can be encouraged to rapidly develop the basic structure of the story first, then use descriptive writing later to embellish the story and paint a scenario with words.

Further Reading

- Nightmare – an example created for demonstrations. Download it first at www.exa.is/if

- Guide to using Twine 2: www.exa.is/twine2

- How to get started with Twine: www.exa.is/getstartedwithtwine

- Twine Forum: www.exa.is/twineforum

- Twine 2 – Creating a Dungeon Crawler: www.exa.is/dungeoncrawler