

Potential Assignments for Twine:

- Create an interactive story that offers at least 7 alternative endings to the short story we read in class. Identify, in the process, at least 4 points in the story where a different decision on the main character's part would have created a different outcome.
- Create an interactive story that helps a reader empathize with a person experiencing hardship during a current event (a refugee leaving their home country, a person immigrating to the United States, a survivor of a tsunami, etc.). An example of such a story is [this BBC story](#). Make sure that a reader/player of your story could learn something no matter what decisions they make.
- Create an interactive story that helps you remember the content of this course (the lifecycle of a star, chemical reactions, historical events). Rather than seeing decision points as actual decisions, you can use them as branching off points to other, related information, all organized in a flow. You can also make the branching decisions into a bit of a game for someone who is trying to remember the right answers to questions, making the game a self-correcting quiz.
- Consider one of the major issues of our time: climate change, increasing economic inequality, depletion of fossil fuels, etc. Using your knowledge of these systems, create a game that projects potential futures based on decisions made now; an example of a game that does this is [Spent](#), which helps people see that they too would experience continuing poverty if faced with the many obstacles to upward mobility.