

Sample Project Assignment: Magical Realist Literature

Creative Project and Interpretative Essay 3

In order to really understand the genres of fiction that we are studying, it is helpful to attempt our own creative process. Each member of the class will engage in a creative project and then write an interpretative essay of their own work, analyzing craft choices and the overall experience.

Creative Project

TWINE WORLD-BUILDING GAME: You will explore what it is like to create a surprising or impossible world as a text-based game, using Twine to design an interactive story. These games should still involve beginning, middle, and end, and the player should experience some kind of change or plot like the characters in a story. Twine is basically an inter-linked set of paragraphs where you create the pathways from one statement to the next. Want to learn how to start building a Twine game? There are many tutorials online, but [this one is short](#) and shows the basics.

A **required rough draft** of your story/game will be due **March 22** for an in-class workshop to improve them through letting readers give you feedback. While the story can technically be any length, it will be hard to succeed with less than **3 pages or 750 words** by the final deadline of **March 29th**.

Interpretative Essay

- As a completely separate element, you'll need to take a break from working on your creative project and then return to it for a new read. This time, you'll be treating yourself as the reader, not as the author, and considering your choices from a distance. Do a close reading and cultural/historical analysis of your own work: what influenced you as an author? What themes emerge? What detailed word choices were important?
- Another element of this essay is that you can spend some time talking about how you see magical realist literature differently after you have participated in creating it. This essay is a chance for you to clearly show me how you've applied everything we've read throughout the semester to your creative process. Your creative projects will have varying levels of success, but this essay is a chance to show me just how intentional you've been with your magical realist choices.

The interpretative essay should be **at least 900 words long (typically 4-5 double spaced pages)** and will be due **March 29th**, along with your completed Twine interactive story.

Rubric	Point Range	Results	Notes
Submitting Rough Draft of Twine	0-10		
Twine is Informed by Our Study of Magical Realism	0-10		
Twine has a plot, characters, setting, and dialogue	0-20		
General Writing Guidelines (Essay)			
Introduction	0-5		
Body	0-15		
Conclusion	0-5		
Mechanics/Specificity	0-15		
Analytical Essay Showcases Complexity of Thought about Your Twine	0-10		
Analytical Essay Explains Unconventional Choices Within Your Twine	0-10		
Total	0-100		