Try this Twine game: http://philome.la/catrubano/read-the-darn-book/play

The game is funny and clever, but it also creates a way for students to see, overall, that reading the book is actually the best path toward classroom success. It shows that teachers are not clueless, but instead see student actions as having consequences.

If you plan to assign a Twine project in your class, you might consider making a Twine game for success in your class, showing some of the pet peeves you have and the choices that students have made in the past that have not worked out for them. It could even be an interesting addition to the typical syllabus, like this Quest for the Syllabus game.

With Twine, you'll find that there are at least two major ways to use it. One is to get people to think with more complexity and nuance about consequences; these games tend to be serious. Others tend to make people more engaged with material that is important but in so doing, they make it sillier (like both of the example games on this page). Balancing the competing interests of developing nuance and driving engagement becomes a theme when developing course-based interactive stories.