

Twine For Digital Liberal Arts Education

Why, How, and When To Use Interactive
Stories





Why Use Interactive Stories?

- Emphasizing Decision-Making
- Integrated Process Design
- Taking Essay-Writing to the Next Level
- In-Depth Understanding of Historical or Future Consequences
 - History, Sustainability, or Sociology

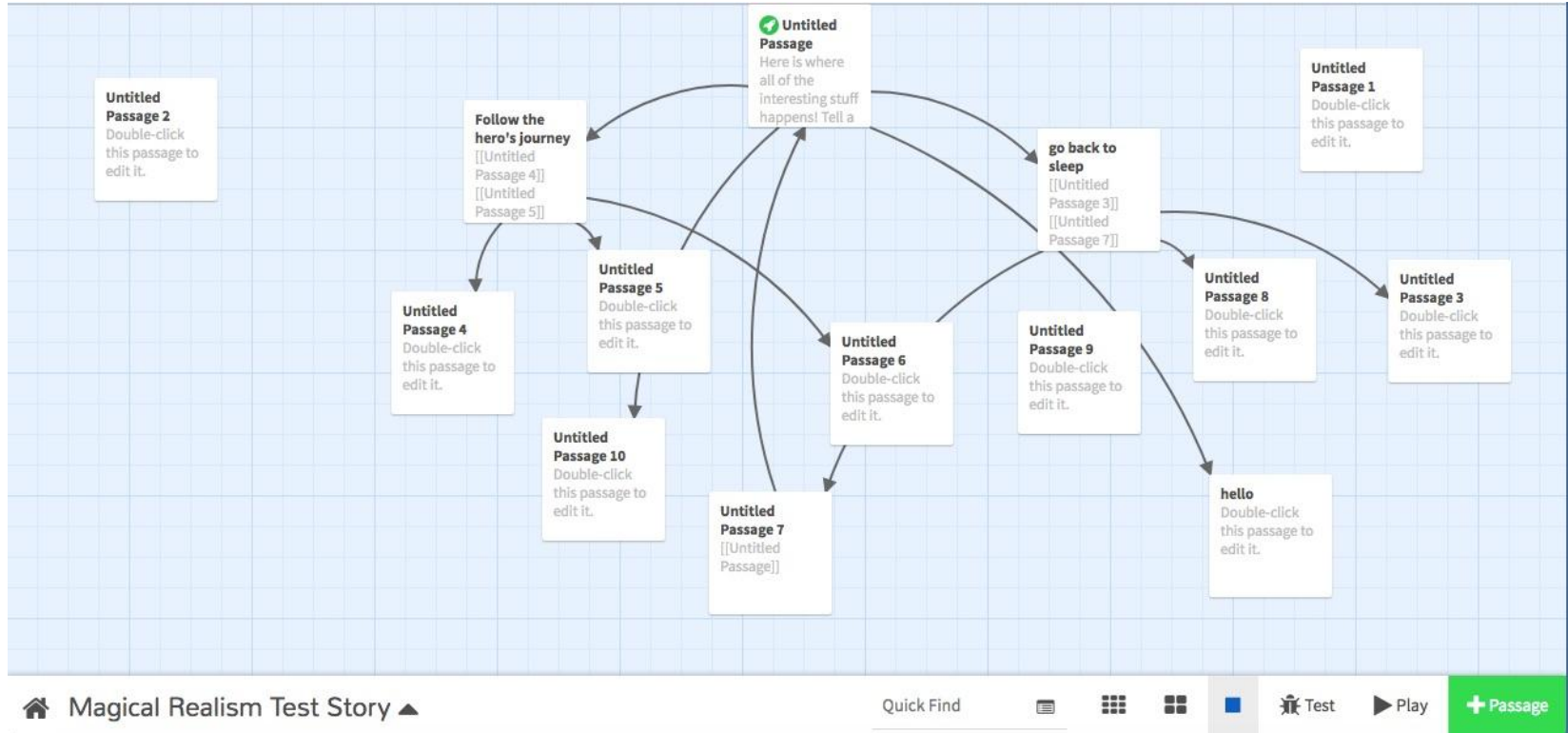


How Twine Works

Twine's basic interface involves:

- Passages - blocks of text that can include essay paragraphs, or story snippets, or information.
- Hyperlinks - using `[[title here]]`, passages can be linked to other passages. If a reader clicks on one of these links, they'll be taken to a different passage.
- Grid Space - All passages are located on a 2-D grid, with arrows showing the order. This can help a writer rearrange the passages to figure out where more passages or hyperlinks are needed.

Screenshot of In-Progress Twine Game





Benefits of Twine

- For basic interactive coding, instruction is minimal; 10-15 minutes of demo is enough for students to begin working with the software.
- Other modes are available for more advanced coders who want to add photographs, color, and embedding of outside links. For an even more complex system that functions with more code and more gameplay options, try Inform, another free interactive story software.
- Rather than directing people through a traditional essay with a single line of logic, Twine encourages an understanding of cause and effect as well as multiple potential outcomes.



When to use Twine?

Twine can be a good option:

- Early in a course to get students collaborating on a project that is unfamiliar, which often shifts negative attitudes about groupwork.
- In the middle of the course to make students re-invigorate their earlier essays or stories and add nuance to them.
- At the end of the course as a culminating project that incorporates all that they have learned over the semester.