

# Entwined for learning: Creating Twine games for information literacy

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How many people  
code?

How many folks use  
Twine?



# Agenda

- *Sources:* Let's play a Twine game!
- Twine (Harlowe): An accessible game design tool
- Code: A simple game in Twine
- Host your game(s): Making your game available
- Game design & pedagogy: Linking the player and student experience
- Questions?

**Workshop website: [twine.interdisciplinarylib.ca](http://twine.interdisciplinarylib.ca)**

# Learning outcomes

At the end of this workshop, participants will be able to:

- Use Twine to develop a simple game
- Set up a **Textadventures** account to host Twine games
- Gain greater understanding of how games can support learning

## *Play Sources*

- Go to [twine.interdisciplinarylib.ca](http://twine.interdisciplinarylib.ca)
- Click on the tab **Play Sources** and then the link to the online game.



Thoughts?

The logo for 'Sources' is centered within a white rounded rectangle with a thin red border. This rectangle is set against a larger, solid red square background. The word 'Sources' is written in a stylized, multi-colored font: 'S' is brown, 'O' is light blue, 'U' is dark blue, 'R' is dark brown, 'C' is red, 'E' is red, and 'S' is black with a white outline.

Sources

# Why a Twine game for information literacy?

- Learning through greater student engagement
- Activity for student self-assessment in an online course



# Why use Twine?

1. Open source
2. Non-linear, interactive storytelling
3. No previous coding or game design experience required
4. Available online or on your desktop/laptop
5. Supportive community of game developers/designers (e.g., code)



# Create a Twine game: The basics

Seven (7) basic steps

1. Twinery.org (use online or download)
2. Create a story in Twine 2.3.5 (Harlowe)
3. Create passages
4. Link passages
5. Review structure
6. Test, debug, edit
7. Publish to file (i.e., create html)

**Note: Do not create your game in Safari; use Google or Firefox**

# Follow along in Twine

- Go to [twine.interdisciplinarylib.ca](http://twine.interdisciplinarylib.ca)
- Click on Twine and then the link to the website [twinery.org](http://twinery.org)

Going online: Twine



# Step 1

- Go to site: Twinery.org
  - [Different story formats](#)
    - Harlowe 2.3.5 (for those with less coding experience)
    - Snowman (for those who use JavaScript and CSS)
    - Sugarcube (Twine 1)
- Click on “Use online” in right-hand corner of the screen
- Click skip: Now you’re in the game workspace

# Step 2

- + Story



Twine

+ Story

↑ Import From File

📁 Archive

📄 Formats

💬 Language

🔗 Help

## Step 3

- + Passage to create your first passage
  - Untitled passage:  
Name “Start”
  - Enter some  
text/narrative

Untitled Passage



+ Tag

- Double-click this passage to edit it.

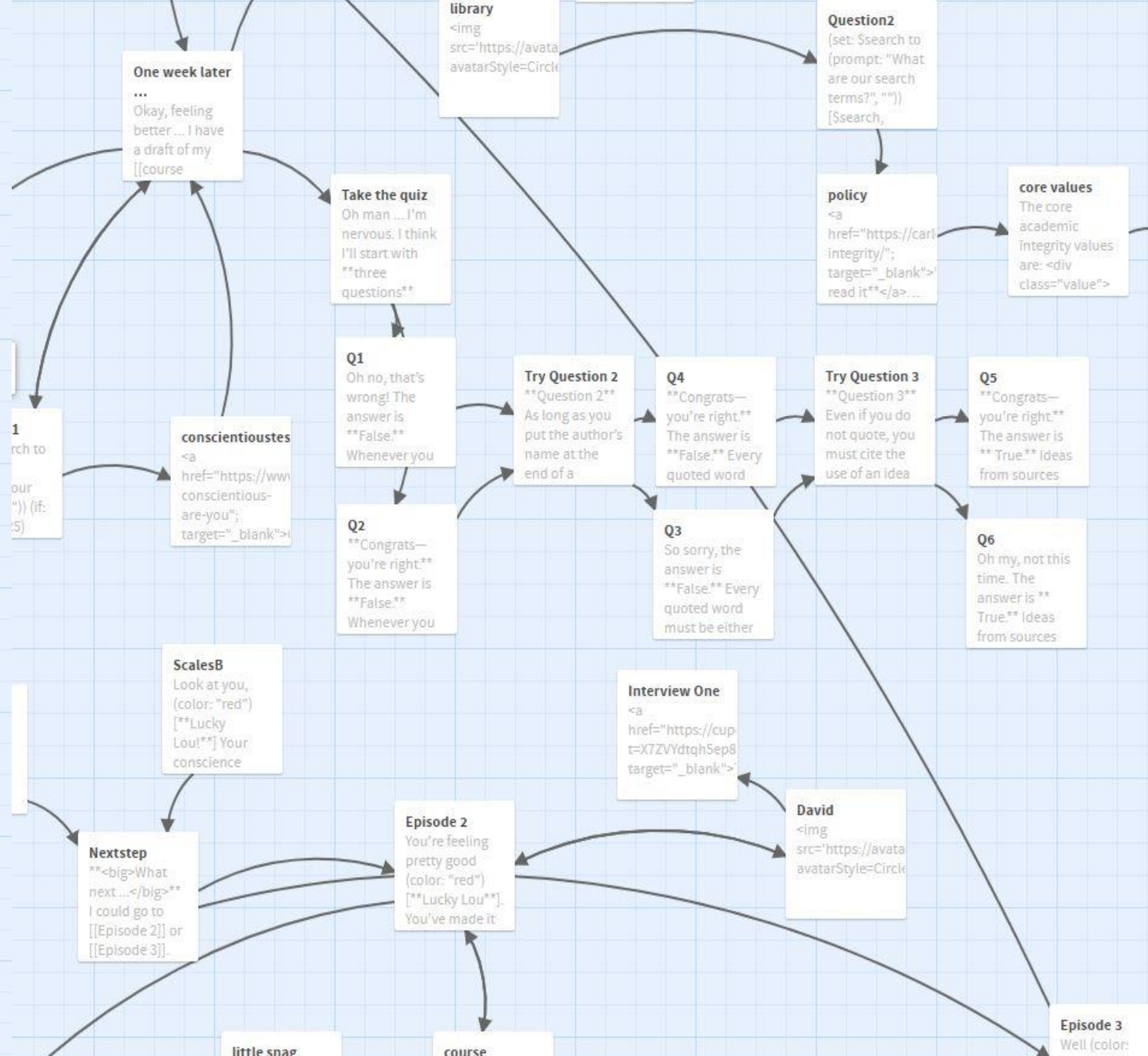
# Step 4

- Linking passages
  - [[ the square brackets link to a new passage]]
  - [[Enter text, which becomes the name of the next passage]]
  - This is the simplest way to link to a new passage

```
But I can do this! [[One week later ...]]
```

# Step 5

- Review the structure of your game



# One example: Lucky Lou & the purloined passage

- Seeing the branches (the logic) clearly





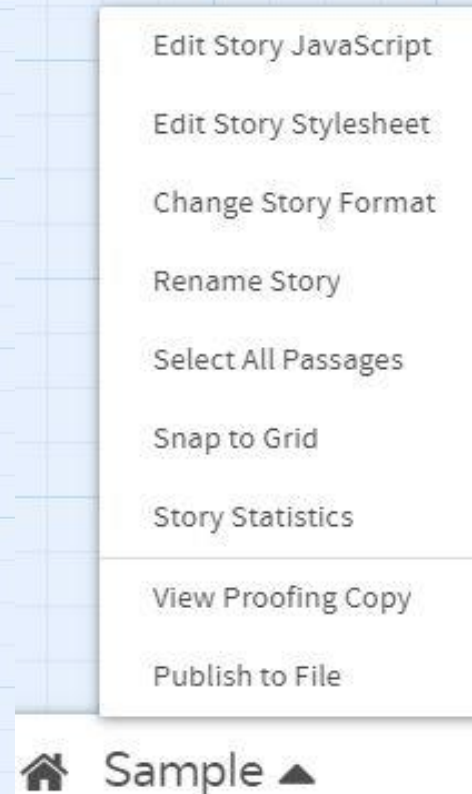
# Step 6

- Edit, delete & test
  - Right click on passages to edit, delete, test or use the menu



# Step 7

- Publish
  - Click on triangle in the bottom, left-hand corner next to story title
  - Save html file to computer



# Host online

## Textadventures ([www.textadventures.co.uk](http://www.textadventures.co.uk))

1. Register.
2. Create a game
  - a. Upload Twine html
  - b. Publish
3. Share link

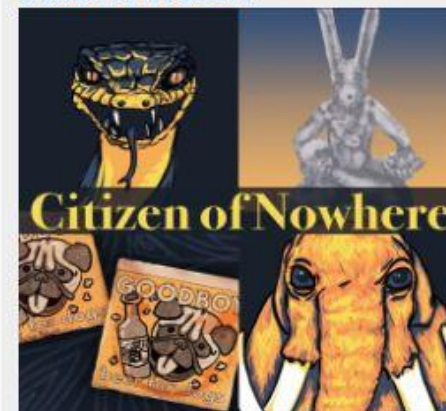


### 3 Easy Steps:

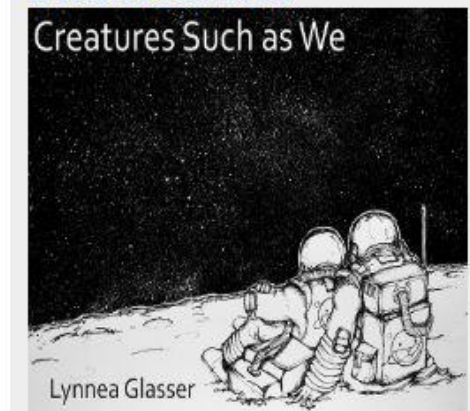
- 1) Click 'Start Now'
- 2) Download on our website!
- 3) Get Free Forms

### Editor's Picks

#### Citizen of Nowhere



#### Creatures Such As We



#### Seedship



# Create a game: At the reference desk

- Follow along using the *At the reference desk* worksheet provided
- Use Twine online
- Game title: At the reference desk
  - Passage 1: Start
    - Hello!
  - Passage 2: Book
    - You want of find a book
  - Passage 3: Search
    - Find a book
  - Passage 4: academic
    - Search
  - Passage 5: read
    - Either read or link back to another search (Passage 3)

# Now try some different coding

- Use the second handout to:
  - Change the colour of some text
  - Bold &/or italicize some text
  - Append some text
  - Add CSS to change background & font

```
Episode One
```

---

```
+ Tag
```

```
*  
* <img src='https://avataaars.io/?  
avatarStyle=Circle&topType=ShortHairShortFlat&accessoriesType=Round&hairCol  
or=SilverGray&facialHairType=Blank&clotheType=ShirtVNeck&clotheColor=Pastel  
Green&eyeType=Happy&eyebrowType=Default&mouthType=Twinkle&skinColor=Pale'  
* />(color: "red") [**Lucky Lou**]  
*  
* **<big>Wow</big>** , I can't believe it. I have my first teaching gig. I  
feel one part excited, and two parts (color: "green") [terrified]  
<terrified| .  
* (click-append: ?terrified) [ (but I can't let that show)]  
* Such a big responsibility but I think I'm ready to teach this course on  
famous forgeries and frauds. It's a really juicy topic and get's students  
thinking "good vs evil," right vs wrong," all that "ethical dilemma" stuff.  
*  
* I don't have much time to get ready ... it's mid-August already and I have to  
write a course outline, figure out grading and think about how to talk  
about academic integrity and the dreaded "p" word: **Plagiarism.**  
*  
* But I can do this! [[One week later ...]] |
```

# Host your game

- Open your textadventures.co.uk account
- Upload and publish your Twine game

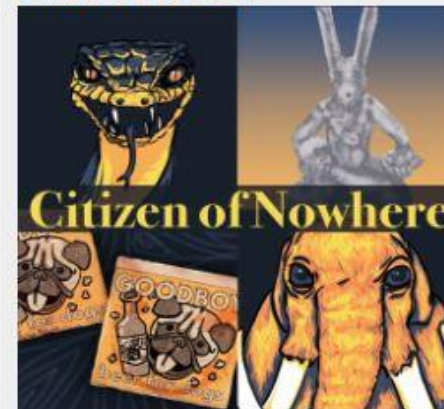


### 3 Easy Steps:

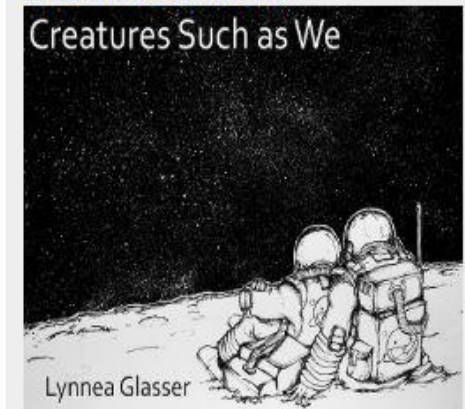
- 1) Click 'Start Now'
- 2) Download on our website!
- 3) Get Free Forms

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What was that like?

# Beyond the basics: Add variables

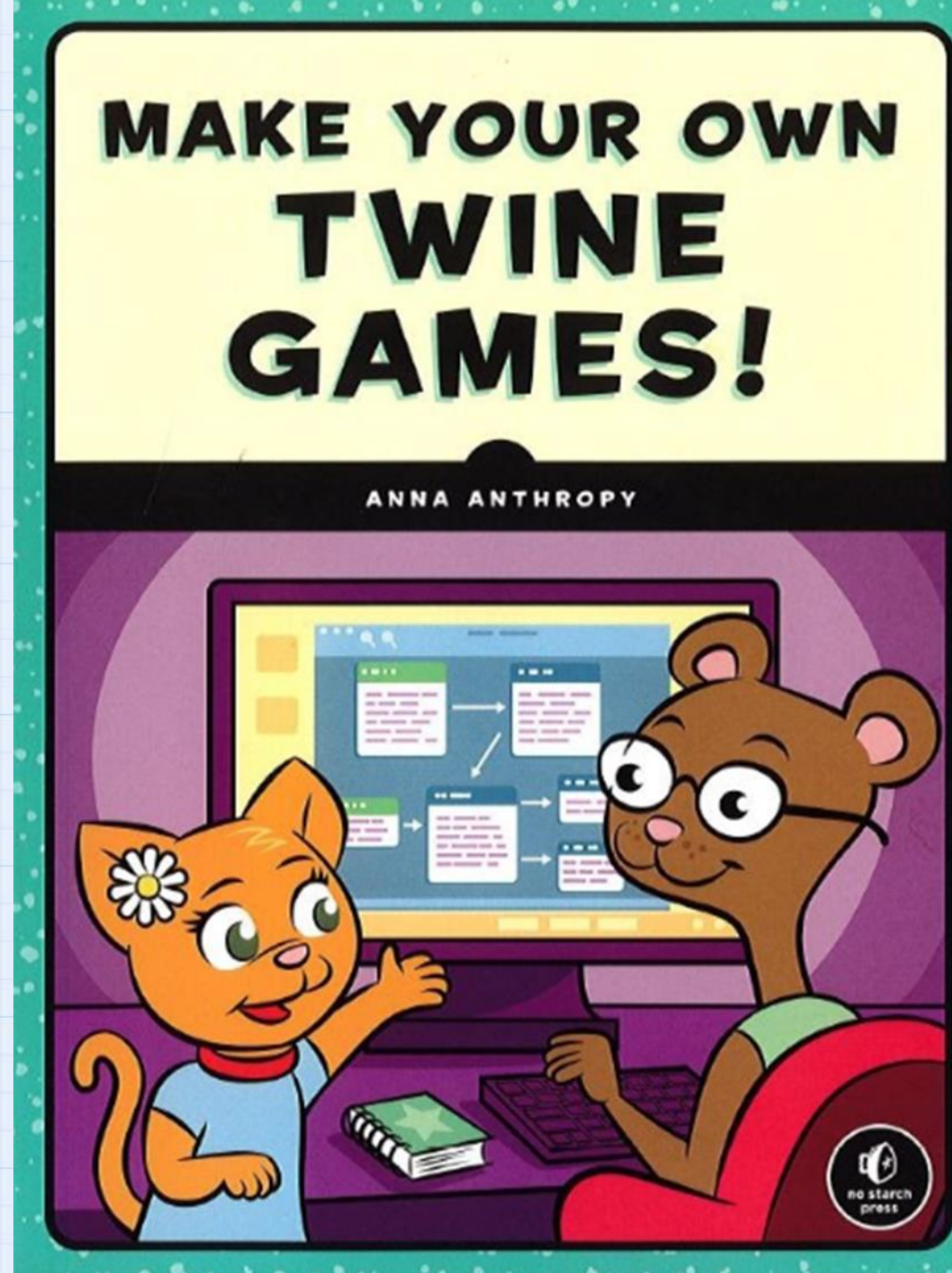
- Variables can make a game more meaningful in terms of the relationship between conditions, choices and outcomes
  - For example, scoring or counting accomplished tasks

```
• Rules
•
• <ul><li>You must get the designated number
  source to complete each assignment.
•
• <li>You can make up to three attempts to
  identified sources.
•
• <li>If you find a source on your first try
  points.</li>
•
• <li>If you don't find a source on your first try, you
  points.</li>
•
• <li>You may gain bonus points for visiting the Resea
  (more later!).</li></ul>
•
• [[Ready to play? Let's start with your first assignment
• (set: $book to 0)
• (set: $article to 0)
• (set: $blog to 0)
• (set: $points to 0) |
```



Recommended  
for basic and  
more advanced  
work in Twine

<https://nostarch.com/twinegames>



# Game design

- Need a useful design framework in order to achieve your learning outcomes
  - One model: MDA
    - Mechanics (structure)
    - Dynamics (action)
    - Aesthetics (purpose)



# Game design & pedagogy

- Games are meaningful play

“Meaningful play ... is the process by which a player takes action within the designed systems of a game and the system responds to the action ... [it occurs] when the relationships between actions and outcomes in a game are both discernable and integrated into the larger context of the game.”

~ Salens & Zimmerman (2004)
- Meaningful play is learning
- Twine games can be elearning



# Summary

Now you can:

- Identify the MDA game design model
- Use Twine to develop a simple game
- Set up a **Textadventures** account to host Twine games

Questions?

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Visit [twine.interdisciplinarylib.ca](http://twine.interdisciplinarylib.ca) for  
presentation and other resources