



STORYTELLING WITH TWINE



FULL SAIL
UNIVERSITY

Virtual Workshop Description

Create an interactive, nonlinear story using the open-source tool Twine. Follow a prompt and implement storytelling structures in order to create a “Choose Your Own Adventure” story.

Virtual Workshop Length

This workshop can be completed in 45 - 60 minutes

Learning Goals

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

Identify storytelling techniques that **support** various industries such as Film, TV, Gaming, and other forms of Transmedia.

Create an interactive story using links and branching dialogue by completing the following **three objectives**:

1. Follow the prompt from the start to develop the 1st act of story
2. Create links in order to branch out to the 2nd act of story
3. End the story with two branches, therefore, two different endings

Set-up & Preparation

Prior to the start of this workshop and for a more engaging experience, attendees can actively participate by downloading the free Twine program found here - <https://twinery.org>. Alternatively, attendees can also follow along by simply watching the facilitators screen.

Helpful Links

<https://twinery.org> - Program used during virtual workshop

<https://twinery.org/wiki/> - Program tutorial page

<https://yllogique.itch.io/its-a-beautiful-day> - Game example used for workshop

<https://itch.io/games/made-with-twine> - More game examples