



## Interactive Fiction

Syllabus v 1.00  
Brought to you by Melanie and Tim



### Course Overview

A choose-your-own-adventure in digital form, interactive fiction can be just about anything. The course will be taught in two parts - one focusing on creative writing (Thu/Melanie) and the other on game design and computer programming (Tue/Tim). By combining literary narratives with video game-like commands, you will create stimulating worlds and give your players the ability to interact with various characters and change their environments. You will have the power to write your story your way. To do this, we will use Twine: a free, flexible, powerful, open-source design tool. No software installation or management is necessary, just an internet connection and a web browser (Chrome, Safari, etc.). **Students must bring their laptop to EACH class.** Independent work is expected, about 2 hrs./week.

### Course Materials

- BYOL - Every student must bring a laptop to every class
- Single subject spiral bound notebook (look for 80+ pages)
- Pencil and eraser
- Brains (not for eating)
- Edmodo account (student and parent both)

### Course Expectations

- Attend all classes unless ill.
- Arrive on time and prepared.
- Be mindful of yourself and your behavior.

### Grades and Homework

Students will have daily homework assignments, for a total of about 2 hours of homework per week. All assignments will be important to achieving learning goals and creating successful projects.

## Schedule of topics and activities\*

\* Details may change according to students' needs and interests

### Week 1

- Tu: Intro to IF (Demo, links, choice)
- Th: Types of storytelling, and why stories matter

### Week 2

- Tu: Text formatting
- Th: Figurative language

### Week 3

- Tu: Memory and consequences (variables and ifs)
- Th: Characters

### Week 4

- Tu: Complicated consequences (boolean logic)
- Th: Narration

### Week 5

- Tu: Inventory w/arrays
- Th: Setting

### Week 6

- Tu: Prototyping (Final project begins)
- Th: Playtesting/Feedback

### Week 7

- Tu: Click/Replace
- Th: Symbolism

### Week 8

- Tu: Agency - the psychology of game design
- Th: Workshopping

### Week 9

- Tu: Workshopping
- Th: Present projects