Quickstart Guide

A TLDR version of the experimentation process used throughout the toolkits

Step 1:

Choose the **Creativity Amplifier** (CA) you are most interested in (for example: AI, text generation etc)

Step 2:

Look at some examples of existing narratives or games that use that CA in various ways

And/Or:

Look at some examples of relevant writing tools or techniques, (e.g: Charisma AI, Twine, Text Generators) Choose the one most suited to your needs, or which interests you most.

Step 3:

Review your chosen example narrative or tool. Consider likes, dislikes, what worked well, what could be improved.

Step 4:

Using what you learned in Step 3, design a short interactive piece which you can create using your chosen tool. It may help to set some **constraints,** both narrative and technical (e.g. "Must use X feature which I enjoyed", "Must not use X feature which caused an issue during review", "Must include conversation between 2 characters")

Step 5:

Work the design up into a draft. You may wish to use **persona** sheets, spreadsheets, Jam boards or Twine for prototyping. Set yourself a strict time limit to complete the draft (e.g. 1 day)

Step 6:

Implement the draft narrative into your chosen system, again setting yourself a strict time limit (e.g. 2 days)

Step 7:

Review your prototype. Consider what worked well and what could be improved. Consider how well your drafting method suited the implementation phase.

> If it was a complete disaster, return to Step 2.

> If you need more time with the tool, or now have additional thoughts, return to Step 3.

> If you just need to iterate, return to Step 4 and refine your design.

At any point:

Consult the Toolkits or other documents for further information, particularly the Case Studies and Bibliography. The Glossary contains definitions of words in **blue bold text**.