

NM3222

Interactive Storytelling

Project: Character and Dialogue (45%)

Create a short story that makes use of **dialogue** to develop the reader's understanding of the main character and his or her motivations, and to allow the reader to experience a feeling of agency.

Requirements

Your story must meet the requirements listed below.

1. The story must incorporate at least three (3) sets of **dialogue choices**, which will impact the reader's understanding of the main character. Each set of choices should involve at least two (2) levels of choices. The dialogue need not be branching: the first level of choices could all lead to the same second level, as in the example below:

Red approaches the wolf. He asks where she's going. Red replies:

- I'm going to Grandma's house.
- That's none of your business.

Smiling, the wolf asks Red if she would like a lift in his car.

Red answers:

- Thanks, I'd appreciate that.
- Leave me alone, or I'll call the police!

2. The choices available in each subsequent set of dialogue choices should **depend** in some way on the choices made in the previous dialogues.
3. Use **facts** to keep track of the reader's choices. The facts should **model** some aspect of the main character's personality and motivations.
4. Choose an appropriate **representation** for the dialogue choices. The example above uses sentence selection; you don't need to.
5. The reader should experience a feeling of **agency** when reading the story, using **any** of the various definitions of agency as discussed in the module.
6. Length of story: minimum 15 nodes, maximum 25 nodes. Each node should be roughly 100 words (this is just a guideline).
7. In *HypeDyn*, go into File->Preferences, and under the "General" tab, enter your name and matric number in the "Author" field, and the title of your story in the "Title" field.

8. In the "Comments" field, write a short (maximum 500 words) reflection explaining how your story satisfies requirements 1-5. In particular, be sure to explain how you are interpreting the requirement for **agency**. You should include reference to at least two (2) of the readings from the module.
9. Filename should be in the form **project_U123456X.dyn**, where U123456X is your matric number.
10. You should also keep a "process journal", using the template provided (process_journal.doc). When you work on the project, save a copy of the .dyn file, and make an entry in the process journal. If you have any rough work either in other formats (Microsoft Word, etc.) or on paper, please also submit this (scanned copies of rough work is best). Rough work should be uploaded in a .zip file named **project_U123456X.zip**.

Deliverables

1. **Proposal:** posted to IVLE forum by 23:59 Wednesday, 8 October. Your proposal should include:
 - The **premise** for your story: a brief (1-paragraph) description of the characters, setting, and plot of your story. This doesn't need to be detailed, but should be enough that we can clearly see what the main events of the story will involve.
 - 1 paragraph explaining how you will address requirements 1-5.
2. **Prototype:** uploaded to IVLE workbin by 23:59 Wed., 29 Oct. Your prototype should include the basic structure of your story, but need not be complete or polished.
3. **Final submission:** uploaded to IVLE workbin by 23:59 Sunday, 16 November (end of week 13).

Marking scheme

Proposal	/5
Prototype	/5
Meets requirements 1 – 4.	/10
Meets requirement 5 (agency).	/5
Appropriate use of medium: makes use of strengths of medium, couldn't have been told in a traditional narrative medium.	/5
Discussion of story (requirement 8)	/10
Implementation: complete, proofread, no broken links, feels polished, meets requirements 6, 7, 9 and 10.	/5
Total	/45

A note on originality

I have no problem with you retelling a known story, such as a fairy tale, myth or legend, or doing a mash-up or fanfic for your story in this project. However, please credit your sources. If you have any doubts about the boundaries between acceptable use and plagiarism, please ask.