

“ELSIE and the Lost Battery Charger”

Digital Storytelling with Twine
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"Choose Your Own Adventure" books



E . L . S . I . E

ELSIE is the world's first *autonomous* robot, built in Bristol in **1948** by Grey Walter.

Electro-mechanical robot,
Light
Sensitive with
Internal and
External stability.

<https://youtu.be/lLULRlmXkKo>



IN THEIR COUNTRY HOME NEAR BRISTOL, THESE PARENTS HAVE TWO CHILDREN: ONE IS ELECTRONIC.

Vivian Dovey and Grey Walter have two offspring: Timothy, a human baby and Elsie, the tortoise, of coils and electronic valves. Timothy is very friendly with his mechanized sister.

Grey Walter's, Tortoise №⁶



Light Sensitive

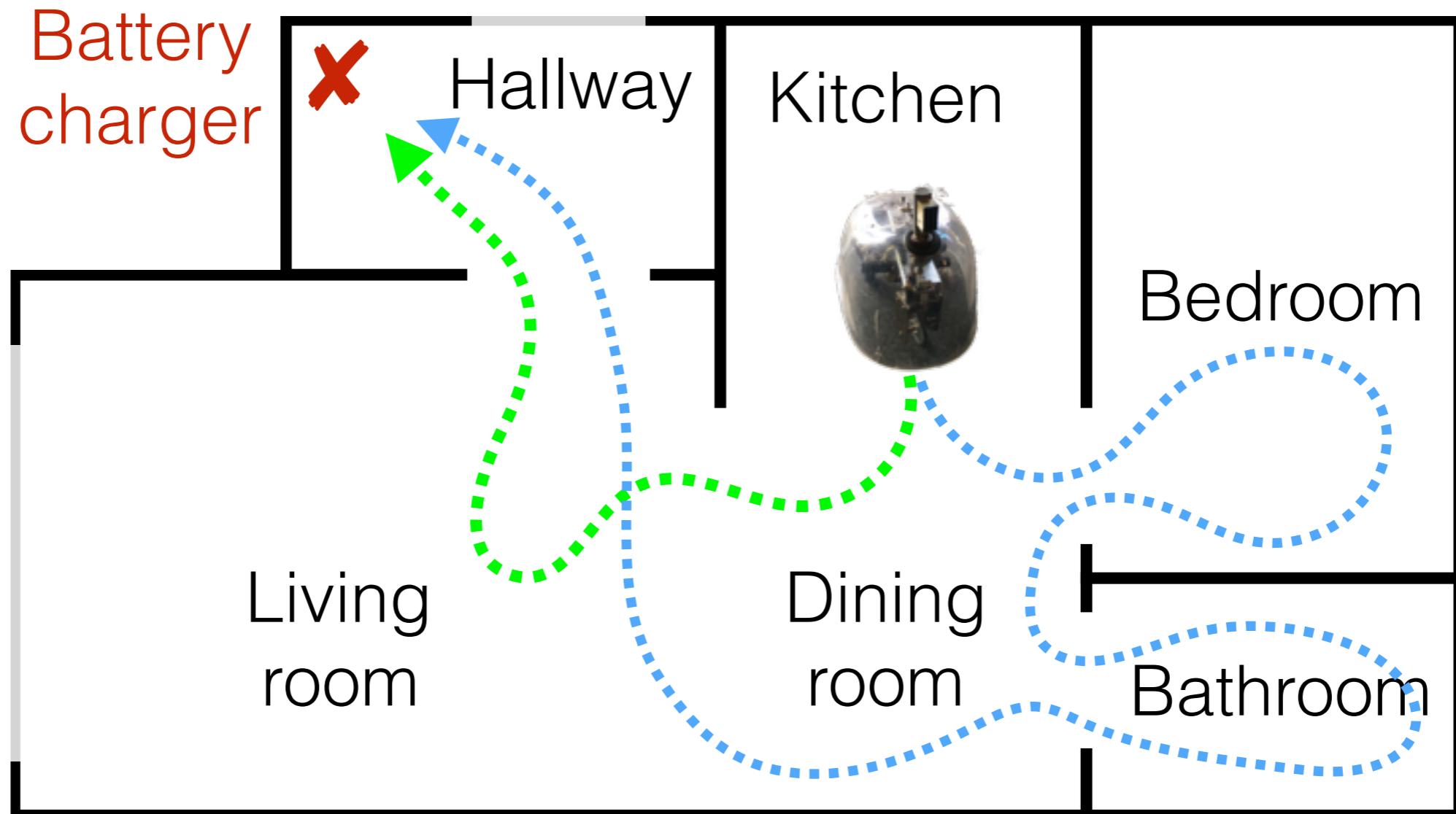
**Internal Stability
(battery level)**

**External Stability
(bumper)**

**Electromechanical
robot**

№⁶ at the Science Museum, London

“Can ELSIE find her
battery charger in time?”

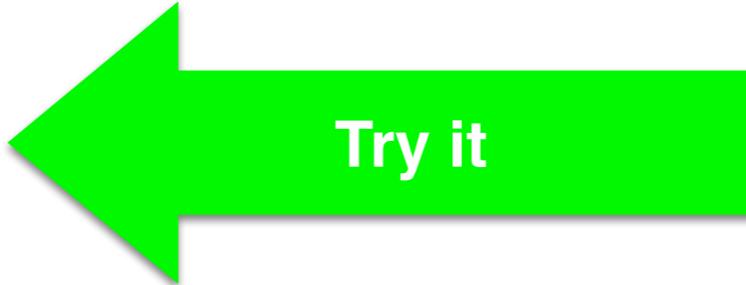




Twine: Digital storytelling

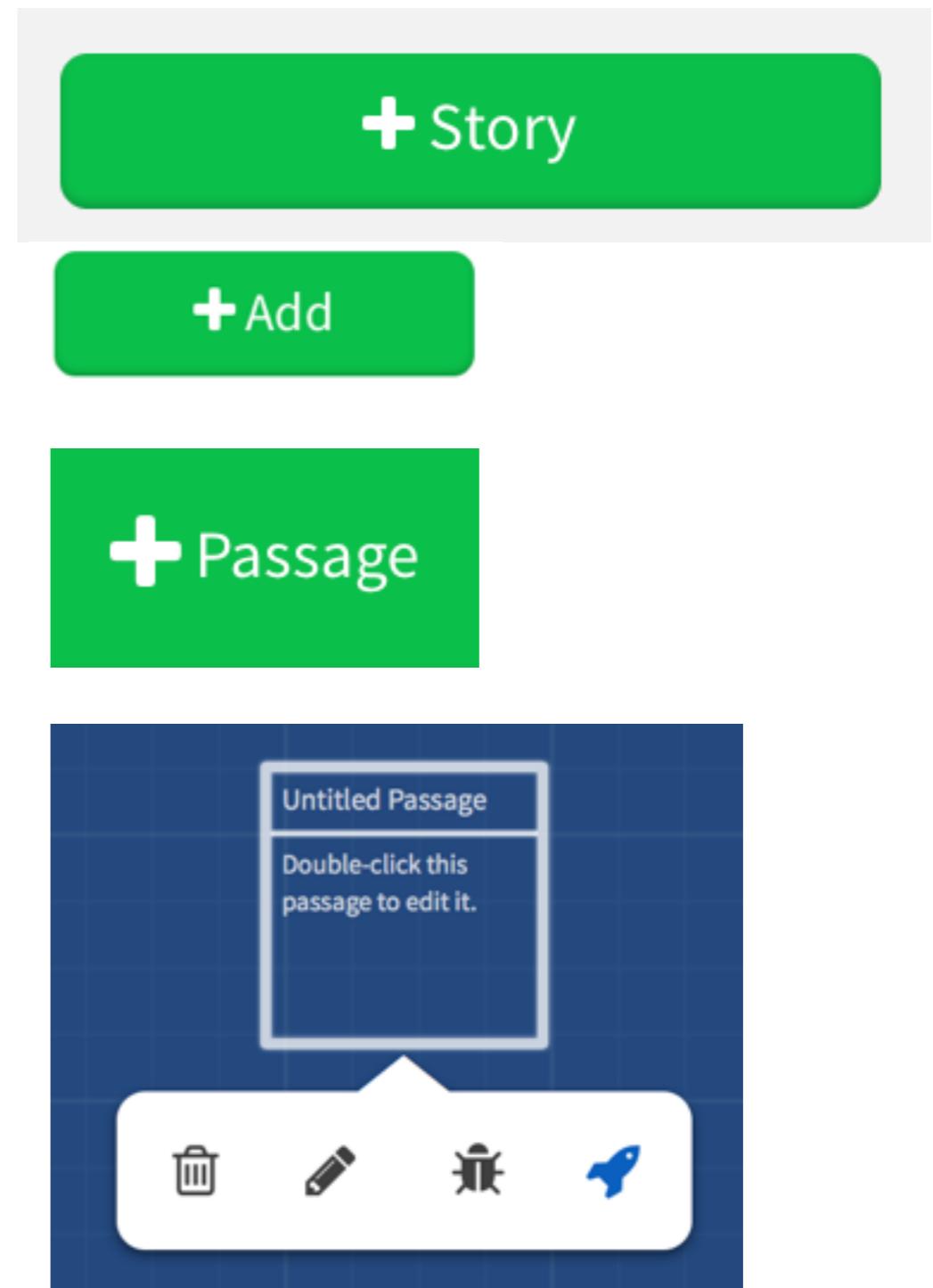
- **Twine** is for digital interactive storytelling (telling stories with computers).
- Runs in your browser (no need to install)

<http://twinery.org>



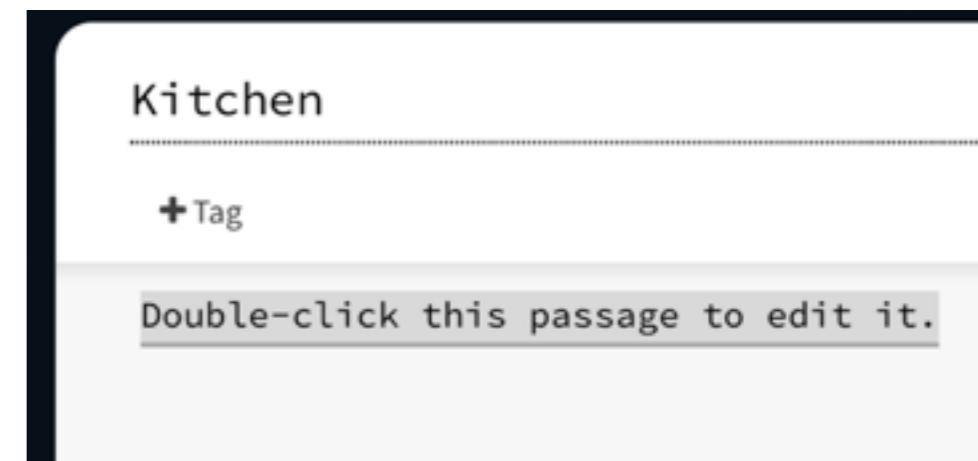
Start in the ‘Kitchen’

- Create a new story, +Story
- Name it ‘ELSIE’, +Add
- Add a ‘Passage’, +Passage
- Mouseover the passage to reveal the pop-up menu
- Click on the **pencil** to edit, then rename as ‘Kitchen’ (click outside the box to exit)



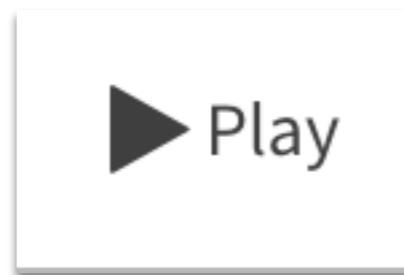
“ELSIE is in the Kitchen.”

- Mouseover the passage again and select the **pencil** to edit.
- Select the text “Double-click this passage to edit it”
- Change it to “ELSIE is in the kitchen.”
- (click outside the box to exit)



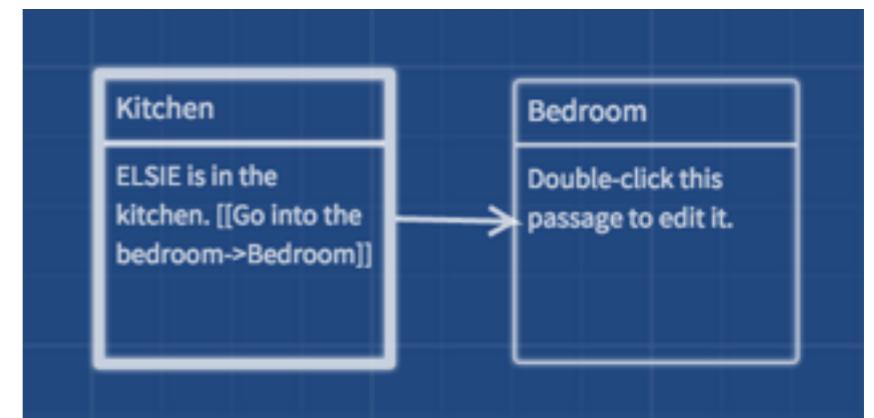
Play your new story

- To select the Kitchen as the start of the story - mouseover the passage and select the **rocket**.
- Press Play.
- Close the browser tab to exit.

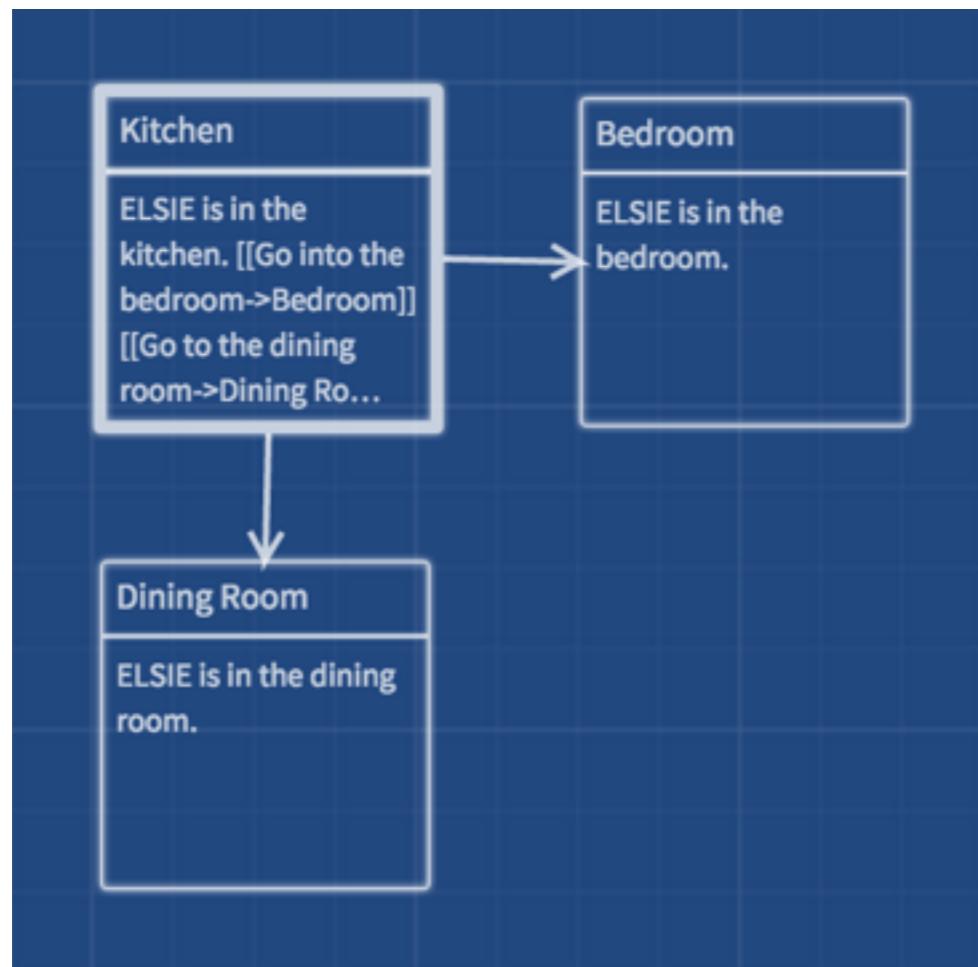


Hyper-linking

- From the kitchen, ELSIE can get to the Bedroom or the Dining Room.
- Edit the passage (**pencil**) input:
[[Go into the bedroom->Bedroom]]
- This creates a *hyper-link* to a new ‘Bedroom’ passage.
- This is a *hyper-text*.
- Add a Dining Room the same way (names may contain spaces).
- Edit the text in the new passages.



Play your story



- Press Play
(notice the Kitchen
is highlighted as
the start)
- Follow the links to
move about
- Click on the ‘undo
arrow’ to go back.



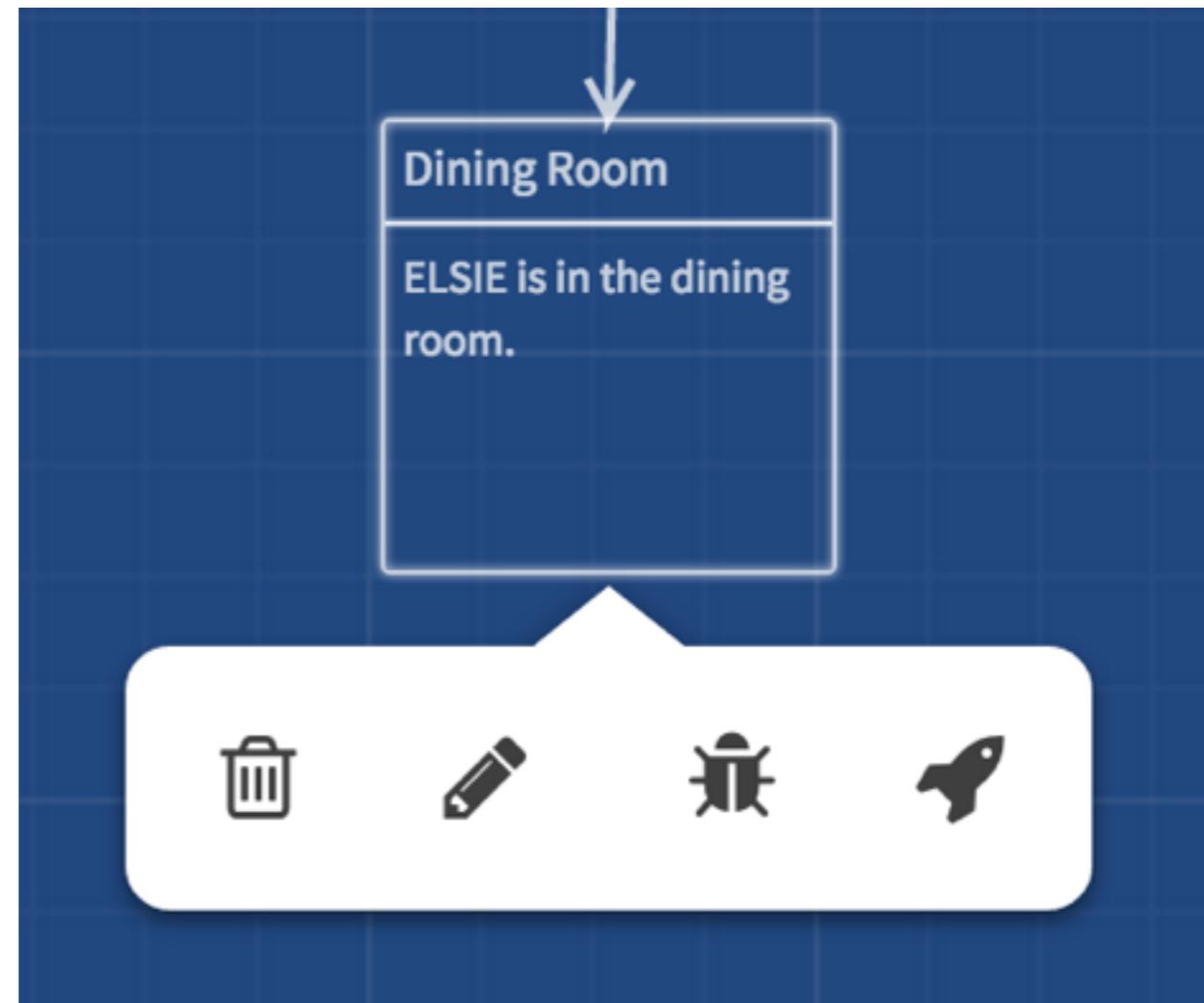
ELSIE 's world

Add more links to get from:

- the bedroom back to the kitchen.
- the dining room back to the kitchen.
- the dining room to the bathroom / and back again.
- the dining room to the living room / and back again.
- the living room to the hallway / and back again.
- In the hallway, add new text (not a link),
“Can ELSIE see the battery charger?”

Debugging

- You can see how any passage will look with the debugger, without going through the whole story.
- Mouseover the passage, and select the '**bug**'.
- If you make a mistake, you can delete a passage with the '**dustbin**'.



Play your story

- We can ‘zoom’ with these buttons.
- Press Play and find the charger.

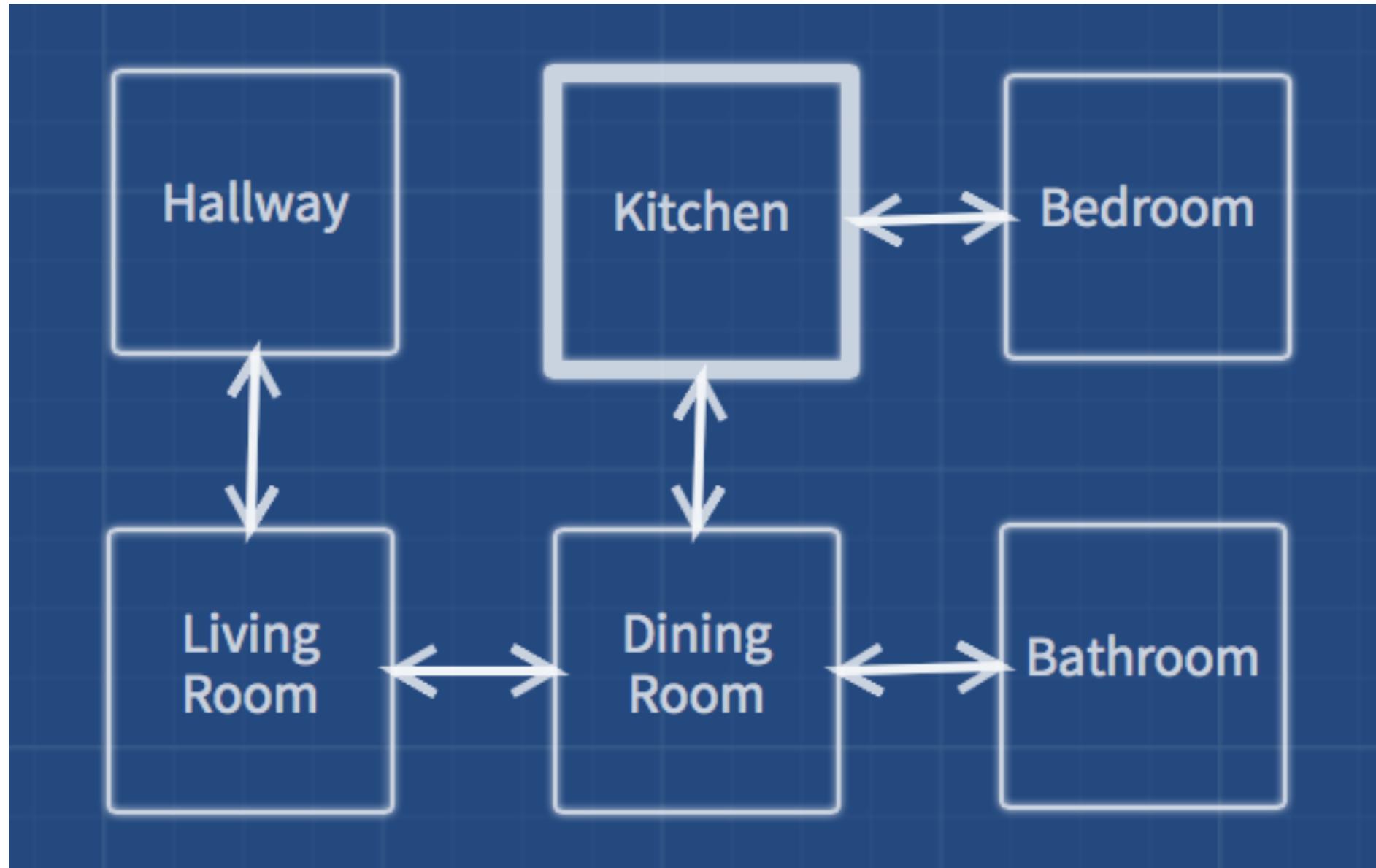
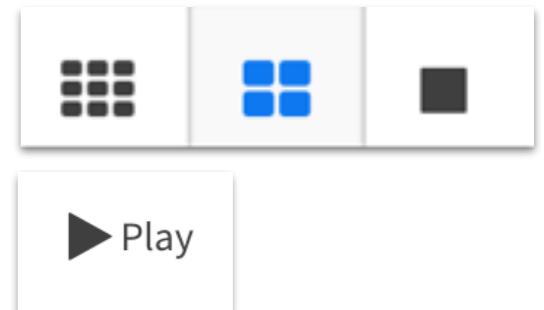


Photo-story

- We can improve the story by adding photos.
- In a new browser window open: <http://go.uwe.ac.uk/elsie>
- Scroll down until you find a photo of ELSIE in the Kitchen.
- Input a new line ****
- Copy the image address (right-click on image), or the address underneath, & paste between the quotes.

Kitchen

+ Tag

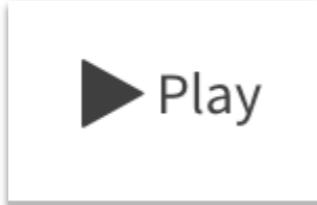
ELSIE is in the kitchen.

[\[\[Go into the bedroom->Bedroom\]\]](#)

[\[\[Go to the Dining Room->Dining Room\]\]](#)



Play your story

- Press Play 
- Now look for similar photos to add to the other rooms.
- Don't use the photos of ELSIE getting into trouble yet - that's coming up.

ELSIE is in the kitchen.



[Go into the bedroom](#)
[Go to the Dining Room](#)

Game Over

- In Hallway - Add **[[brackets]]** around “Can ELSIE see the battery charger” and link to ‘Battery Charger’.
- Edit this new passage, and add an image of ELSIE recharging her batteries.

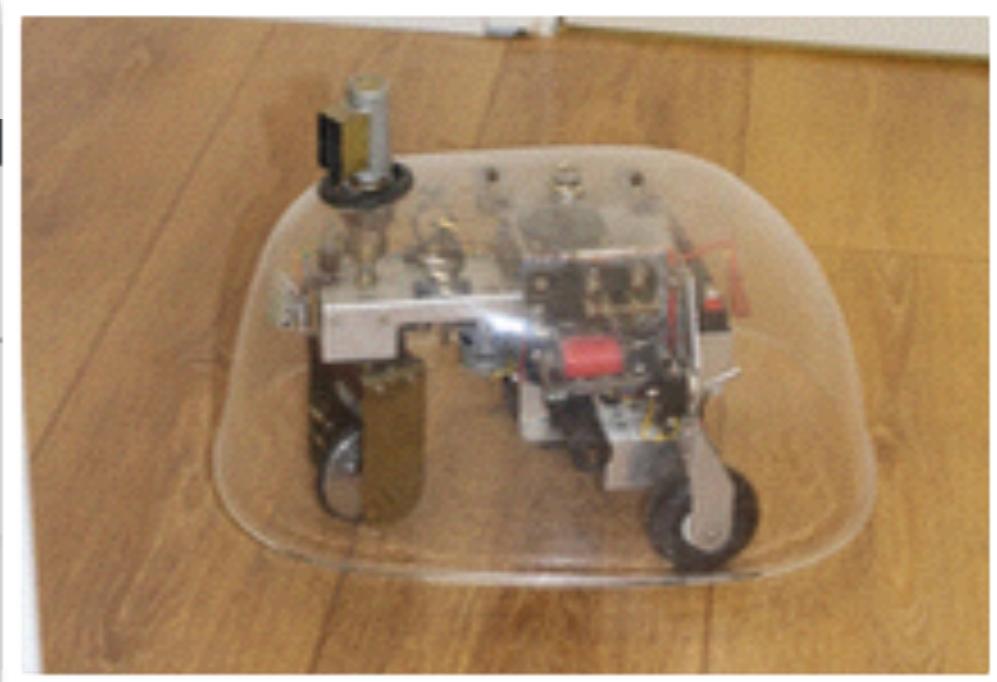
Hallway

+ Tag

ELSIE is in the hallway.

[\[\[Go back to the living room->Living Room\]\]](#)

[\[\[Can ELSIE see the battery charger?->Battery Charger\]\]](#)



Emphasis

- So we can create passages to describe things that ELSIE encounters, like the Battery Charger.
- Words can be ****emphasised****

Battery Charger

+ Tag

YES - it ****is**** the battery charger..

ELSIE is recharging her batteries.



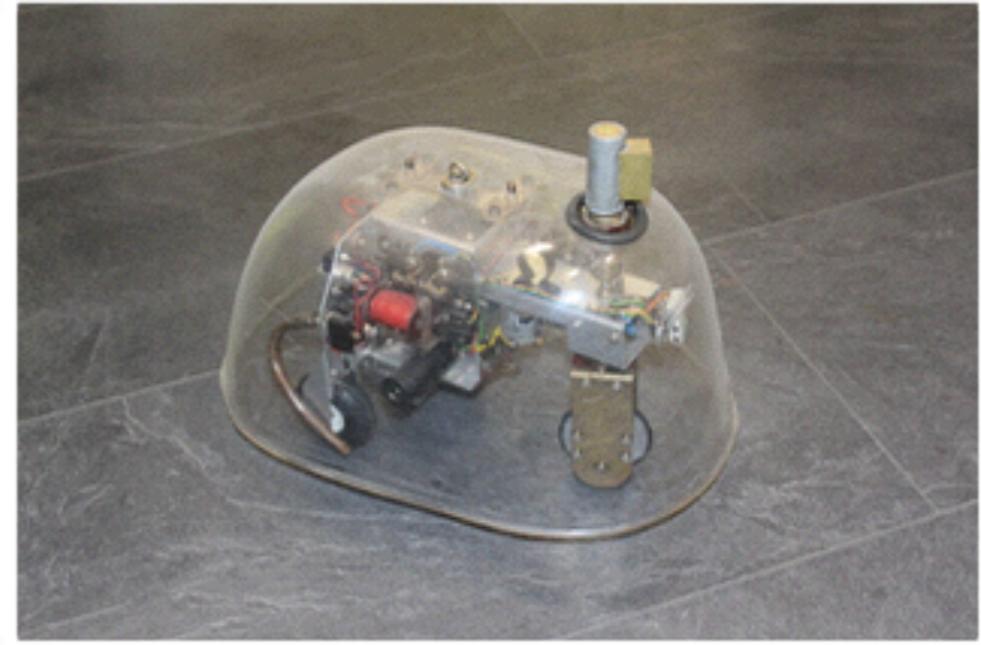
Trouble along the way

- Each room contains things that may be trouble.
- In the bathroom, the *mirror* might cause trouble.
- Link to the mirror (with suitable wording).

Bathroom

+ Tag

ELSIE is in the bathroom.



[\[\[Go back to the dining room->Dining Room\]\]](#)

[\[\[Can ELSIE see the battery charger?->Mirror\]\]](#)

The Mirror Dance

- In the new ‘Mirror’ passage,
add a photo and a way back to the bathroom.
- Try adding some kind of trouble to different rooms.

Mirror

+ Tag

No – It's just a mirror..

ELSIE dances in front of the mirror.



[\[\[Keep looking->Bathroom\]\]](#)

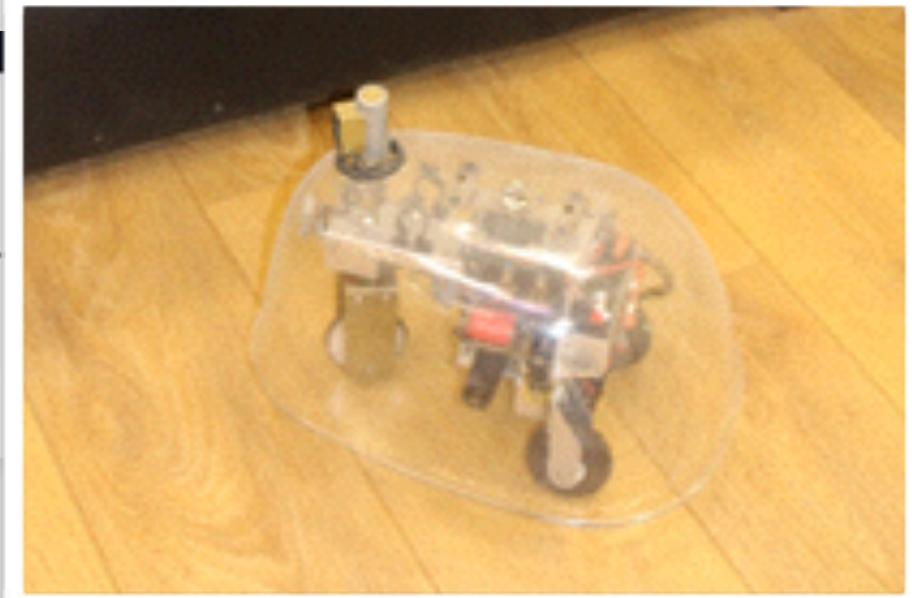
Help along the way

- There may be other robots that can help ELSIE.
- In the living-room, Roomba may help out.
- Add a link to Roomba (with suitable wording).

Living Room

+ Tag

ELSIE is in the living room.



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```
[[Can ELSIE see the battery charger?->Roomba]]
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```
[[Go to the dining room->Dining Room]]
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```
[[Go into the hallway->Hallway]]
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Roomba to the rescue

- In the new 'Mirror' passage, add a photo and a way back to the bathroom.
- Try adding some kind of trouble to different rooms.

Roomba

+ Tag

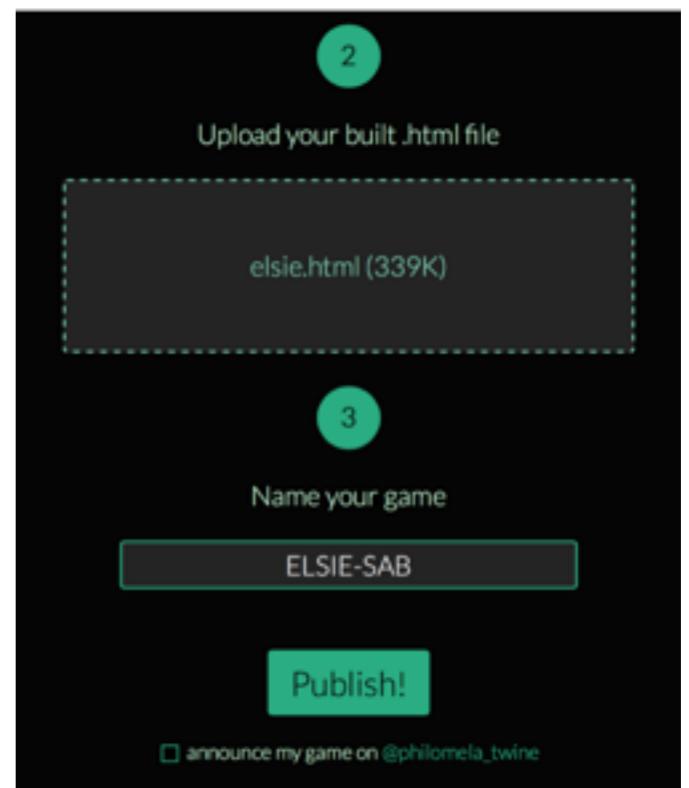
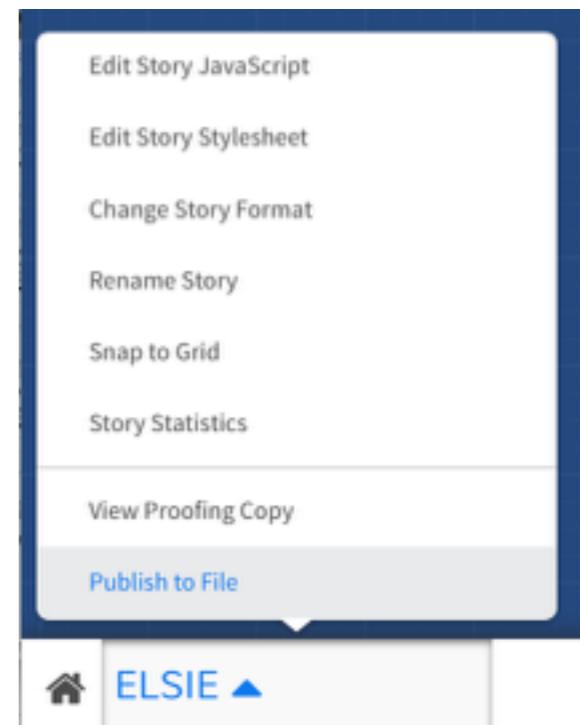
No - It's just Roomba coming to the rescue...
"Try looking in the Hallway", says Roomba.



[\[\[Keep looking->Living Room\]\]](#)

Publish Your Story

- On the story menu, select ‘Publish to File’.
- File > Save As...
- Save locally as e.g. ‘elsie.html’
- Go to <http://philome.la>
- Login with **Twitter**
- Drag your file onto the upload area.
- Input a name e.g **ELSIE-YOURINITIALS**
- Uncheck announcement checkbox?
- Click **Publish** > **PLAY**
- Address is:
<http://philome.la/TWITTERNAME/STORY/play>



Thankyou

