

NM3222

Interactive Storytelling

Assignment 3: Exploration and Spatial Stories (30%)

Create a short exploratory interactive story that makes use of a set of story fragments (dialog) associated with specific locations (sprites) in a virtual world to allow the reader to **uncover a story** and experience a feeling of **agency as exploration**. The story will be created using the *Bitsy* game authoring tool.

Requirements

1. Write a story that consists of a virtual story world made up of at least five (5) *rooms* that contain visual elements that **evoke** story associations for the reader and help to convey the narrative.
2. Within the story world, create at least ten (10) *sprites* and/or *items* that have *dialog* attached to them. These objects may be spread across the virtual world in any way you choose but should be used to **embed** information about the story within the virtual world.
3. In addition, create at least two (2) *items* that the reader can collect, and an additional five (5) sprites that are associated with these items. These sprites should have dialog that *changes* depending on whether or not the reader has *collected* the items. This should allow for some **control of progression** in the story the reader experiences.
4. The story should give the reader a sense of **agency as exploration**: the reader should feel that as she is encountering the rooms, sprites, items and dialog within the story, she is gradually **uncovering** and trying to **make sense** of the underlying story, and that the **order** in which these story elements are encountered is **not completely fixed** (keeping in mind requirement 3).
5. Length of story: minimum 5 rooms, maximum 20 rooms; minimum 15 sprites, maximum 30 sprites; minimum 2 items, maximum 10 items. Each dialog fragment should be a maximum of 100 words (but preferably much shorter).
6. In *Bitsy*, make sure that you enter a "Title" for your story.
7. Write a short (750-1000 words) reflection explaining how your story satisfies requirements 1-4. You should include reference to at least two (2) of the readings and two (2) of the play items from *any* of

the weeks in the semester. Your reflection should be saved as a Word or PDF file and will be uploaded together with your story.

Deliverables

1. **Proposal:** posted to IVLE forum by Friday, 30 March 23:59pm.
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 1-4.
2. **Critique:** posted as a reply to your classmate's proposal in the IVLE forum by Friday, 6 April 23:59pm.
You have been assigned (see file **assignment3_critiques.pdf**) to critique **one (1)** of your peers' proposals. Once you've read your classmate's proposal, post a short critique as a reply to their posting. Your critique should address the following:
 - Does the proposal meet requirements 1-4?
 - Do you foresee any problems? For example, does it seem like too much work, or technically too challenging?
 - Is there anything confusing or not clear in the proposal?You can also give any other suggestions or comments that you feel will help them with their project. Note: if the person you have been assigned to does not submit a proposal by the stated deadline, contact me and I'll assign you to someone else.
3. **Prototype:** to be uploaded to the IVLE workbin by Friday, 13 April 23:59pm. Your prototype should include the basic structure of your story but need not be complete or polished. Use the "download" tool in *Bitsy* to save your story to an HTML file. The filename should be in the form **assignment3_prototype_U123456X.html**, where U123456X is your matric number.
4. **Final submission:** Use the "download" tool in *Bitsy* to save your story to an HTML file. The filename should be in the form **assignment3_final_U123456X.html**, where U123456X is your matric number. The reflection is to be saved as a single Word or PDF file. The filename for the reflection should be in the form **assignment3_reflection_U123456X.docx** or **assignment3_reflection_U123456X.pdf**, where U123456X is your matric number. Both files are to be uploaded to the IVLE workbin by Sunday, 22 April 23:59pm.

Marking scheme

Proposal: covers required points in sufficient detail	/2
Critique: addresses required points clearly and fairly	/1
Prototype: captures basic structure in sufficient detail	/3
Meets requirements 1 – 3 (evocative spaces, embedded story, and controlling progression)	/5
Meets requirement 4 (agency as exploration)	/5
Appropriate use of medium: makes use of strengths of medium, couldn't have been told in a traditional narrative medium.	/5
Implementation: complete, proofread, no errors, feels polished, meets requirements 5 and 6.	/3
Reflection (requirement 7): explains how assignment meets requirements, clearly connects this to 2 readings and 2 play items, and is well-structured	/6
Total	/30

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 boundary between acceptable use and plagiarism, please ask by posting in the IVLE forum.