

# NM3222

## Interactive Storytelling

### Assignment 1: Choice, Variation and Replayability (30%)

Create a short interactive story that focuses on the creation of a sense of agency as **choice**, and continues to maintain the feeling of agency across **multiple replays**. The story will be created using the *HypeDyn* 2 hypertext editor.

#### Requirements

1. Write a story that includes at least three (3) nodes where the reader has to make a **choice** between at least two (2) links. The choices should be properly structured, with clear framing, options, and outcome.
2. These choices should give the reader a sense of agency as **choice**: the reader should be able to form an intention, take action on the intention, and interpret the responses in terms of that intention.
3. These choices should also lead to some **variation** in the story. To satisfy this, there must be at least three (3) nodes where the **text** is changed and at least three (3) text fragments where the **links** are changed procedurally as the result of a reader choice.
4. After the first reading, there should be a compelling reason why the reader would **want** to go back and read the story a second time.
5. The reader should be able to go back and **replay** the story a second time (at least) and still feel that **all** her choices are **still making a difference** to the story.
6. Length of story: minimum 12 nodes, maximum 20 nodes. Each node should be roughly 100 words (this is just a guideline, and refers to the text visible to the reader at any one time).
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 (750-1000 words) reflection explaining how your story satisfies requirements 1-5. You should include reference to at least two (2) of the readings and two (2) of the play items from weeks 1-5.

## Deliverables

1. **Proposal:** posted to IVLE forum by Friday, 2 February 5pm.  
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. **Critique:** posted as a reply to your classmate's proposal in the IVLE forum by Friday, 9 February 5pm.  
You have been assigned (see file **assignment1\_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 1-5?
  - 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:** uploaded to IVLE workbin by Friday, 16 February 5pm.  
Your prototype should include the basic structure of your story, but need not be complete or polished. Filename should be in the form **assignment1\_prototype\_U123456X.dyn2**, where U123456X is your matric number.
4. **Final submission:** uploaded to IVLE workbin by Friday, 23 February 5pm. Filename should be in the form **assignment1\_final\_U123456X.dyn2**, where U123456X is your matric number.

## 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 (choice and variation)	/5
Meets requirement 4 - 5 (replayability)	/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 broken links, feels polished, meets requirements 6 and 7.	/3
Reflection (requirement 8): explains how assignment meets requirements, clearly connects this to 2 readings and 2 play items, and is well-structured	/6
<b>Total</b>	<b>/30</b>

## 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.