

# NM3222

## Interactive Storytelling

### Assignment 2: Character and Emotional Agency (30%)

Create a short interactive 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 **emotional agency**. The story will be created using the *HypeDyn 2* hypertext editor.

#### Requirements

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 this example:

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!

Note that "Red approaches..." is the *first level of choices*, "Smiling, ..." is the *second level of choices*, and together these make up *one set of dialogue choices*.

2. Choose an appropriate **representation** for the dialogue choices. The example above uses sentence selection; you don't need to.
3. The choices available in each subsequent set of dialogue choices should **depend** in some way on the choices made in at least one of the previous sets of dialogue choices.
4. The reader should experience a feeling of **emotional agency** when reading the story.
5. 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).

6. 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.
7. In the "Comments" field, 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 weeks 6-8.

## Deliverables

1. **Proposal:** posted to IVLE forum by Friday, 2 March 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 1-4.
2. **Critique:** posted as a reply to your classmate's proposal in the IVLE forum by Friday, 9 March 5pm.  
You have been assigned (see file **assignment2\_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:** uploaded to IVLE workbin by Friday, 16 March 5pm.  
Your prototype should include the basic structure of your story, but need not be complete or polished. Filename should be in the form **assignment2\_prototype\_U123456X.dyn2**, where U123456X is your matric number.
4. **Final submission:** uploaded to IVLE workbin by Friday, 23 March 5pm. Filename should be in the form **assignment2\_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 (dialogue)	/5
Meets requirement 4 (emotional agency)	/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 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

## 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.