



Twineversity

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CAPITOL
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Brainstorming

- Was an iterative process
- We thought of more features often

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Ideas
Solution to help promote social good
 (Attention to diversity & inclusion, kindness, empathy) - web side

- Unshakable draft
 ↳ Interactive platform

- App to make people aware of surroundings
 ↳ make others smile

- Text-based game → Choose your own path
 ↳ shows how effects of choices
 (Designed to make someone think respectfully) → point system → Java? web?

- Malicious use of information (for blackmail)
 ↳ Defeat FBI director

Tasks:
 - A1 → Database Integration
 - 2 - Story (user)
 - 3 - Personal, story
 - 4 - Variables for index data.

- Scenarios like including someone on trip
 - categories

3-4/8
 - Pictures/sounds + UI
 - End message
 - Site post
 - Presentation

end responses within ranges of one variable
 "personality index" end

Challenges:
 - Holding ourselves to tasks
 - Collaborating (e.g. Google Docs)

Fix:
 - "Act" during class
 - "So get feedback" get feedback instead
 - Check capitalization

Successes:
 - Add visuals

- Host through Phone, la → Twitter
 - Web Database → W/ Personality indices


- Add more social interaction
 - Social interaction
 - Higher score → Good balance of
 - Interaction, UX/UI, Demo
 - Submit by 5:30 pm (few)

person - index
 best choice@gmail.com

What is Twine?

“Twine is an open-source tool for telling interactive, nonlinear stories.”

- It gives opportunities to use:
 - conditional logic, HTML, CSS, Python, and JavaScript
- Twine was originally created by [Chris Klimas](#) in 2009



```
• You made it through a college day!  
•  
• (if: $score is >= 3) [  
•   You're on fire! Keep up the great work! You have a great handle on  
  balance when it comes to campus life.  
• ]  
• (else-if: $score is <= -2) [  
•   You may want to consider re-evaluating your campus life strategy.  
• ]  
• (else:)[  
•   You're doing alright. Try to continue to optimize how to use your time.  
• ]
```

Why “Twineiversity”?

- “Twineiversity” is an interactive personality test. “University” and “Diversity” are also relevant to our story, so the name of our project is a play on words in that manner.
- Twineiversity would help students on college campuses in our area by providing useful feedback on how the student’s day has went based on the interactive personality test.
- Data from different students could be collected and aggregated to provide students with insight as to how other students think.



Delegated Tasks

Zander: Creation of story and adding Twine features.

John: Assisted with Twine interactive story and personality test.

Femi: Coding assistance in Twine.

Ari: Implementation of a database to store an aggregation of user scores.



Challenges

- Twine doesn't have a function for multiple people to code in real time
 - Initially, it was difficult for us to collaborate on twine
- Our group members are comfortable with different coding languages
 - Java, C, C++, Python
- Most of us were not familiar with Twine, and had to learn Twine's specific language



Successes

- We were able to overcome our main challenge by sharing screens with one another by using Google Hangouts
- We were able to work collaboratively and edit code in Google Docs
- We all were able to communicate with HTML
- We were able to learn and adapt to Twine in a short amount of time.



User Learning Goals

- “Twineiversity” is an analysis of societal norms based on the user’s chosen actions.
- Our choose-your-own adventure story allows the user to analyze how a diverse set of students may think.
- One key benefit of diversity is that students with varying perspectives are better at things, such as innovation and decision-making.
- With a better understanding of how their peers think, students would be better able to include those around them in similar interests/activities.

Questions

