<u>A Lesson about Twine</u>

Course: ENGL 101 – College Writing

Duration: 3 lessons, with associated project

Rationale: In a first year composition course, students are expected to learn a variety of writing skills that are necessary for effective writing. However, one writing skill that is often overlooked is writing in a nonlinear method. Students are expected to be able to write an organized piece of writing that follows a single, linear path. However, writing in a digital age is becoming less linear, and students should be able to keep up with the styles of writing that will be required of them. This is why I have chosen a lesson about Twine, a platform for writing that allows students to work in a nonlinear way. They can choose the information they incorporate when, can provide their readers with options that can personalize the story. Or, they can apply gaming logic and develop a narrative that plays out in the same way a game does. This will enhance their writing ability, and create a stronger sense of organization in the student's writing process. Though the product will look more disorganized, it requires an exceptional amount of organization on the student's part to ensure all components of their multi-linear narrative come together and are completed in a logical manner. This preparation of organization will help the students in any other type of paper they write, as they will be equipped with the ability to think outside the box, the ability to plan out their paper and make their argument logical, and create an immersive narrative that draws in the reader, which can help when writing a persuasive argument.

Objectives/Learning Goals: The students will be able to:

- Develop a full multi-linear narrative
- Use basic coding (HTML/CSS) to design the story
- Organize a narrative utilizing the basic affordances of Twine
- Analyze the components of an effective narrative

Procedure:

1) Lesson One
    a. Introduce narrative
        i. Discuss elements of an effective narrative
        ii. Discuss narrative structures
        iii. Linear vs. multi-linear vs. non-linear narratives
2) Lesson Two
    a. Introduce HTML/CSS
        i. Basic tags for HTML
            1. \<p>, \<div>, etc.
        ii. How to work with CSS

   iii. *Much of this lesson would be associated with Codecademy's programs on using HTML and CSS*

3) Lesson Three
 a. Introduce Twine
   i. Bring back the different narrative structures.
   ii. Explain how Twine can be used most effectively to create non-linear and multi-linear story lines.
   iii. Demonstrate ways that Twine can be used.
   iv. Rest of class session will be dedicated to allowing students to explore the features of Twine and begin applying their HTML/CSS knowledge to sample texts they create

4) The Project
 a. Students will create a multi-linear or non-linear narrative using Twine. This can take the form of a video game style narrative, a traditional story type narrative without the linear structure, or any other form of narrative the students can develop. They must utilize all of the skills developed in this three lesson unit.
   i. Narrative must be non-linear or multi-linear
   ii. Narrative must follow all other rules of a narrative structure (namely somehow having a beginning, middle, and end in a non-linear or multi-linear way)
   iii. Twine must be designed using HTML/CSS; cannot just use purely the "standard" formatting.

Assessment:

Students will be asses informally through classroom discussions and through in-class workshops.

Students will be assessed formally through the project described above.

Accommodations:

- Students without access to computers will be allowed to schedule time with the professor where they will have computer access to work on their projects.
- Any requirements or requests submitted through the Department of Disability Access and Advising will be met in full.