

Critical Reading and Play (for 1/23)

We are heading into the territory of hypermedia games and experiences. For next class:

1. Read "[Twine, the Video-Game Technology for All](#)"
2. Critically play/experience the following Twine games. Think about how their mechanics work to create a particular experience. Think about the implications of Twine as a game-making tool. Record your reactions and be ready to discuss them next class:
 - [Queers in Love at the End of the World](#) (Interactive fiction)
 - [The Temple of No](#) (Satirical story)
 - [Candy Box 2](#) (Game; you do not have to play to "completion")
3. Pick another Twine game to play.
 - It can be one mentioned in class, one from the NY Times article or another one completely.
 - Post it to the [#references](#) channel on Slack along with 2 - 3 sentences about the experience.