



(R)Aging like Fine (T)Wine: A Workshop on Interactive Storytelling

Friday, March 3

12pm - 1pm

ATC 1.801b

Led by Mohammed Rashid

Twine is an open-source programming software that enables users to create digital and web based interactive fiction. This unique application has been used to make interactive and participatory stories, poems, games, and other interactive experiences. Interactive Twine projects like Porpentine's Cry\$tal Warrior Ke\$ha, Micha Cárdenas' Dilating Destiny, and Zoe Quinn, Patrick Lindsey, and Isaac Schankler's Depression Quest have not only been understood as an intervention to mainstream gaming culture, but also alternatives to reimagining narrative storytelling practices. Anastasia Salter, in her exploration of Twine remarks that interactive experiences and games made through the tool have the ability to revolutionize and disrupt normative ways of storytelling. Moreover, Twine's outlook towards queer and feminist orientations allows the software to function as a powerful apparatus for more inclusive storytelling.

In this workshop, collaborators will be introduced to the Twine software and its components, download the software from the web, and create a short guided interactive fiction through Twine. Collaborators only require a computer with web browsing features to participate in this workshop. Everyone is, therefore, encouraged to bring their own laptop for the workshop.