



TOOLBOX OF RESOURCES

SEQUENCE 9: Creating an Interactive Text-Based Adventure Book (e.g. Twine)

Target: Educators, Youth Workers, Trainers

Estimated duration: 90 minutes

Context: Formal, non-formal and informal learning contexts

Materials: computers or tablets with Twine installed or access to the browser-based version (twinery.org), branching map produced in [Sequence 6](#), internet connection (optional)

Activities can be carried out individually, collaboratively, or in facilitated settings, depending on the educational context and participants' needs.

1. OBJECTIVES

- The aim of this sequence is to support the transformation of a branching story map into a functional, interactive text-based Adventure Book using Twine or an equivalent tool.
- The sequence introduces how to create and link passages in Twine, translating each scene and decision point from the map into connected narrative nodes.
- It develops an understanding of narrative coherence in non-linear storytelling, ensuring that each passage is self-contained yet meaningfully connected to those that follow.
- The sequence supports the transition from planning (map) to authoring (text), reinforcing the cause-and-effect logic developed in [Sequence 6](#).

TANGIBLE OUTPUT: participants will produce a playable interactive text-based story (Twine prototype)

2. DESCRIPTION OF THE SEQUENCE

Here, the story becomes an interactive text-based experience. The focus is on narrative coherence and the connection between the different parts of the story. Each passage must



be able to stand on its own while also opening naturally onto the next choice. The reader should never feel lost or abruptly dropped into a scene.

Twine is a free, open-source tool that allows anyone to create interactive, branching stories without writing code. Stories are built as a visual network of passages connected by links. When a reader clicks a link, they move to the next passage. This makes Twine an ideal environment for translating the branching maps created in Sequence 6 into a real, playable story.

This sequence does not require advanced technical skills. The emphasis remains on storytelling. Twine simply provides the structure that makes that story navigable.

2.1. What is Twine?

Twine is available free at twinery.org and can be used directly in a browser without installation. Each story is made up of passages. A passage contains text (the narrative content of one scene or moment) and links (words or phrases that, when clicked, take the reader to the next passage). The visual editor shows all passages as connected boxes, making the branching structure visible at a glance.

Key Twine concepts used in this sequence:

- **Passage:** a single scene, moment, or decision point in the story. Corresponds to one node on the branching map.
- **Link:** a word or phrase enclosed in double brackets `[[ ]]` that connects one passage to another. Corresponds to one arrow on the branching map.
- **Start passage:** the first passage the reader sees. Corresponds to the opening scene.
- **Story map view:** the visual overview of all passages and their connections, visible in the Twine editor at any time.

2.2. Narrative coherence in a branching story

Because the reader can arrive at any passage from different directions, each passage must be coherent on its own. For every passage written, it is worth asking:

- Does this passage make sense even if the reader has not taken a particular path to reach it?



- Does it clearly show where the protagonist is, what they face, and what they must decide?
- Does the tone and language connect naturally to the choice that brought the reader here?

This is the central narrative challenge of interactive fiction, and it is also where the exercise's educational value lies: the author must think not just as a writer but as a reader arriving from multiple directions.

3. PROPOSED ACTIVITIES

Activity 1 - Introduction to Twine

Duration: 15-20 min

Learn about Twine with the following tutorials:

- **Twine Reference (official)** – the official guide to the Twine interface, recommended starting point for all new users: twinery.org/reference
- **Twine Cookbook – First Story** – a step-by-step walkthrough for creating a first story with passages and links: twinery.org/cookbook/starting/twine2/firststory.html
- **A Total Beginner's Guide to Twine (Adam Hammond)** – a clear written guide covering passages, links, and basic formatting, designed for non-technical users: adamhammond.com/twineguide

or any other demonstration, to learn how to:

- Create a new story and name it
- Write text in a passage
- Create a link to a new passage using the `[[ ]]` syntax
- View the story map to see the branching structure
- Play the story to test how it reads

The next step is to open Twine and replicate the demonstration by creating a two-passage mini-story. This ensures everyone is comfortable with the basic mechanics before working on the real story.



Activity 2 - Transferring the map into Twine

Duration: 35-40 min

Working individually or in pairs, the branching map from Sequence 6 is translated into Twine. Using the map as a guide, the following steps are followed:

- **Step 1 – Create one passage per node:** Each scene, decision point, and ending on the map becomes a separate passage in Twine. Passages are named to match the map (e.g. “Opening scene”, “Decision 1”, “Ending A”).
- **Step 2 – Write the opening passage:** The text of the opening scene is written, ending with the first choice presented as two (or three) links.
- **Step 3 – Write each branch passage:** Working branch by branch, the text of each scene and decision point is written, keeping the climate challenge and the protagonist’s situation clearly present in each passage.
- **Step 4 – Write the endings:** Each branch concludes with an ending passage. Ensuring that the tone of each ending (hopeful, difficult, ambiguous) is clearly conveyed through the language and imagery of the text.
- **Step 5 – Check all links:** Using the story map view in Twine, verify that all passages are connected and that no passage is left unlinked or leads to a dead end unintentionally.

Activity 3 - Internal playtest

Duration: 15 min

Playing through the story from start to finish, following each branch in turn, the goal is to check for:

- Broken or missing links
- Passages that feel abrupt, incomplete, or disconnected from the choice that led to them
- Inconsistencies in the protagonist’s situation or the climate context between passages
- Endings that do not yet feel conclusive or emotionally coherent



Any issues are noted directly on the branching map or on a simple revision checklist, and corrections are made in Twine before the peer testing session.

Activity 4 – Peer testing and feedback

Duration: 35–40 min

Stories are exchanged with a partner (or another group) to play each other's Adventure Books. Feedback focuses on:

- Which branch felt most engaging and why
- Any moment where the reader felt confused or lost
- Whether the climate challenge remained visible and meaningful throughout
- Whether the endings felt earned and distinct

A brief group debrief draws out common challenges and invites participants to share one change to be made based on the feedback received.

4. DIGITAL TOOLBOX – Tools for the Sequence

This sequence is built around Twine as the primary authoring tool. Additional tools may support writing, planning, and accessibility.

- [Twine](https://twinery.org) - free, browser-based interactive story editor (twinery.org)
- [Inklewriter](https://inklewriter.com) - browser-based interactive story tool, simpler than Twine and well-suited to younger or less technical users; stories are written and linked in a single streamlined interface (inklewriter.com)
- [Genially](https://genially.com) - an interactive presentation tool that can simulate branching experiences visually; useful for presenting or sharing the finished story with an audience (genially.com)
- [Obsidian](https://obsidian.md) - note-linking tool whose graph view mirrors the branching logic of a Twine story; useful for planning passage structure and connections before entering them into Twine (obsidian.md)

Category: Accessibility

- Read Aloud (browser extension) – for testing how passages sound when read aloud



5. HOW TO APPLY THESE ACTIVITIES IN FORMAL AND INFORMAL CONTEXTS

Formal education contexts (e.g. school)

- Integration with digital literacy curricula: introducing hypertext, non-linear narrative, and basic authoring tools
- Cross-curricular work with language arts: writing for a reader, coherence, and narrative voice in interactive fiction
- Assessment activity: the completed Twine story as a creative portfolio piece demonstrating both writing and digital skills

Non-formal and informal contexts (youth work, community settings)

- Collaborative authoring: pairs or small groups each take ownership of one branch and write their passages independently before linking them together
- Drop-in format: the Twine story map can be built incrementally across multiple sessions, with new passages added over time
- Public sharing: completed stories can be exported from Twine as HTML files and shared via a website, screen, or printed QR code

6. ADAPTATIONS FOR LEARNERS WITH SLD

- Simplified story structure: one decision point, two branches, two endings, matching the SLD version of the Branching Map Template
- Option to dictate passage text using voice-to-text tools rather than typing
- Pre-built Twine skeleton with passage names and links already in place, requiring only the text content to be filled in
- Audio support: passages can include audio narration using Twine's media embedding features

7. RELATED TUTORIALS

- [Tutorial 3 – Crafting Compelling Climate Narratives](#)
- [Tutorial 4 – Interactive Storytelling Techniques \(Role-Playing & Decision-Making\)](#)
- [Tutorial 5 – Using Digital & Multimedia Tools for Storytelling](#)