



TOOLBOX OF RESOURCES

SEQUENCE 12 - Building a Visually Interactive Adventure Book (e.g. Genially)

Target: Educators, Youth Workers, Trainers

Estimated duration: 90–120 minutes

Context: Formal, non-formal and informal learning contexts

Materials: Computers or tablets, internet connection, completed story structure (Sequence 8), visual materials (Sequence 10), storyboard templates, digital platform (e.g. Genially).

The special **Annex** including Genially interactive story template is prepared and can be used.

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 guide learners in combining text, images and interactive elements into a coherent and visually engaging Adventure Book.

Learners will:

- Transfer structured story content into a digital interactive format
- Combine text, images and navigation elements
- Design clear decision points and interactive buttons
- Reflect on user experience and narrative pacing
- Ensure accessibility and clarity for young audiences

This sequence represents the practical implementation phase of the Interactive Climate Adventure Book.

TANGIBLE OUTPUT: by the end of the sequence, participants will produce a first functional draft of a visually interactive Adventure Book.



2. DESCRIPTION OF THE SEQUENCE

After:

- Creating the protagonist ([Sequence 3](#))
- Structuring the interactive narrative ([Sequence 8](#))
- Designing visual scenes ([Sequence 10](#))

Participants now integrate all elements into a single interactive product.

The focus shifts from storytelling to **user experience (UX)**:

- Is the navigation intuitive?
- Are choices clearly visible?
- Is the text readable?
- Does the pace allow reflection?
- Are images supporting understanding?

The digital platform becomes a storytelling environment.

2.1 From Story Structure to Digital Pages

A clear and well-paced digital experience supports understanding and engaging. The participants engagement in this step will deepen comprehension, encourage meaningful interaction, and strengthen their connection to the overall experience.

Learners begin by creating:

- A cover page
- An introduction page
- Scene pages with text + visuals
- Decision pages with interactive buttons
- Multiple ending pages

Each scene corresponds to the Scene ID developed in [Sequence 8](#).

Important principles:

- Short text blocks (3-6 lines)



- Clear interactive buttons
- Consistent visual style
- Logical navigation links

2.2 Designing for User Experience and Narrative Pace

Interactive storytelling requires careful pacing.

Participants consider:

Text readability

- Large, clear fonts
- Limited paragraph length
- High contrast between text and background

Navigation clarity

- Buttons clearly labelled
- Consistent placement of choices
- No “dead ends”

Narrative rhythm

- Alternation between reading and choosing
- Moments of tension followed by consequence
- Balanced number of decision points

The goal is to create a smooth reading and interaction flow.

3. PROPOSED ACTIVITIES

Activity 1 - Setting Up the Digital Structure

Duration: 20-30 min

Recommended digital tool: Genially. Please refer to [Digital Toolbox_Genially](#) and [Youtube tutorial](#)

Aim of this Activity is to establish the structural foundation of the Adventure Book.



Participants:

- Create the main project file
- Set page backgrounds and general style
- Insert the cover and introduction
- Establish a consistent layout template

At the end of this activity, learners have a consistent digital layout structure ready to host the story content.

Activity 2 - Inserting Text and Images

Duration: 30-40 min

Please note that content for SLD participants should be adapted for screen readability and aligned with accessibility principles. Refer to Sequence 14 for more information.

Participants transfer:

- Scene text (shortened and adapted for screen)
- Visual illustrations from [Sequence 10](#) and [Sequence 11](#)
- Titles and subtitles

They check:

- Text alignment
- Font consistency
- Image positioning
- Space for interactive elements

Educators encourage screen-testing (reading from a viewer's perspective).

Activity 3 - Creating Interactive Decision Points

Duration: 30-40 min

IMPORTANT: each decision must clearly reflect cause-and-effect relationships defined in [Sequence 8](#).



Learners:

- Insert buttons or clickable objects
- Link choices to correct scene pages
- Test navigation paths
- Verify all branches lead somewhere

They test the story by:

- Following each path
- Checking for errors
- Evaluating clarity of consequences

The Activity reinforces how thoughtful design turns a static narrative into an engaging, interactive experience. By carefully building and testing decision points, learners not only apply technical skills but also deepen their understanding of cause-and-effect relationships within the story. Ensuring that every choice leads to a meaningful outcome strengthens narrative coherence and user immersion. Peer testing further enhances this process by bringing in fresh perspectives, helping to identify gaps, inconsistencies, or unclear consequences. Ultimately, this step encourages learners to think critically about both storytelling and user experience, resulting in a more polished, purposeful, and impactful interactive narrative.

Activity 4 - User Testing and Refinement

Duration: 15-20 min

Learners exchange projects and test each other's Adventure Book.

They provide feedback on:

- Clarity
- Engagement
- Ease of navigation
- Emotional impact
- Climate message visibility



The Activity emphasizes the value of reflection and iteration in creating a meaningful interactive experience. By testing each other's Adventure Books, learners gain insight into how their work is perceived by real users, highlighting both strengths and areas for improvement. Feedback on clarity, engagement, navigation, emotional impact, and the visibility of the climate message helps ensure that the story is not only functional, but also purposeful and compelling. Implementing these improvements strengthens the overall quality of the project and reinforces the importance of user-centered design. This stage encourages learners to refine their ideas, respond constructively to feedback, and recognize that impactful storytelling often emerges through continuous adjustment and collaboration.

4. DIGITAL TOOLBOX - Tools for the Sequence

Category: Interactive Presentation Platforms

- [Genially](#)
- [Canva](#) (interactive presentation mode)
- Google Slides (hyperlink-based branching)
- PowerPoint with internal linking

Category: Visual Editing Tools

- [Canva](#)
- [Pixlr](#)
- [GIMP](#)

Educators are invited to consult [Tutorial 5](#) for technical guidance.

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

Formal education contexts (e.g. school)

- ICT project work
- Digital literacy practice
- Cross-curricular integration (Language + Art + Environmental Education + Technology)



- Group-based digital storytelling projects

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

- Collaborative digital workshops
- Public presentation events
- Interactive storytelling exhibitions
- Youth-led climate awareness campaigns

6. ADAPTATIONS FOR STUDENTS WITH SLD

- Use pre-designed templates
- Limit number of choices per page (max 2)
- Use icons next to buttons
- Provide audio narration (if possible)
- Avoid overcrowded pages
- Use consistent layout patterns
- Allow group-based digital construction

Clear and predictable visual structure enhances accessibility.

7. RELATED TUTORIALS

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



TITLE OF THE BOOK

Adventure Book

START

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CONTINUE

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WHAT WILL YOU DO?

⇒ Choice 2

⇒ Choice 3

⇒ Choice 1

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WHAT WILL YOU DO?

⇒ Choice 2

⇒ Choice 1

Facts and information related with the climate change problem

Fact 1

1

2

3

Fact 2

1

2

3

Fact 3

1

2

Why this story matters

1

2

NEXT



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