

MLTI Summer Institute 2015: The Art of Refraction

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Session 4: *Tell Me a Tale of Twisty and Thoughtful Passages*


Primary 21C Lens: Problem-Solving and Critical Thinking
Primary Toolset Focus: Educational Gaming

Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
  				 

Formal Definition of **Game** (Salen & Zimmerman)

“A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.”

twinery.org




Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

Twine was originally created by [Chris Klimas](#) in 2009 and is now maintained by a whole bunch of people at [several different repositories](#).




Download 2.0.8


For [Windows \(32-bit\)](#), [OS X](#), and [Linux \(32-bit\)](#)

[Use it online](#)

Version 1.4.2 for [Windows](#) and [OS X](#) is also available.




Do you love Twine?
[Help it grow with a donation!](#)



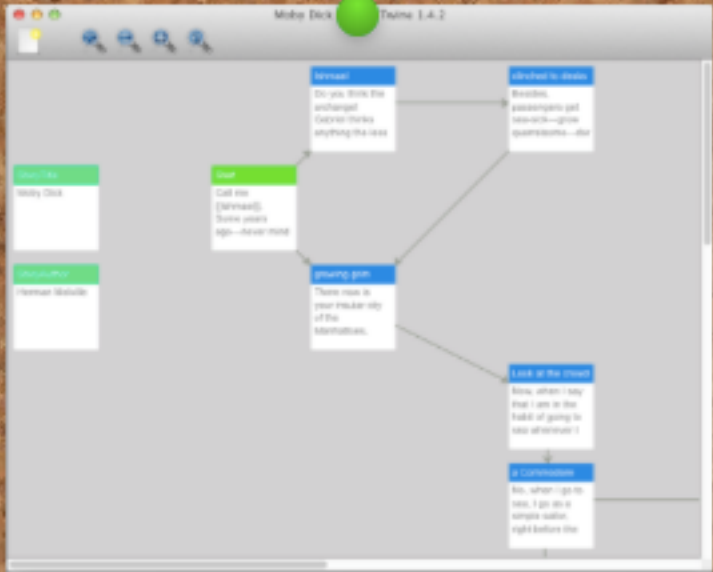
Wiki

tutorials, documentation

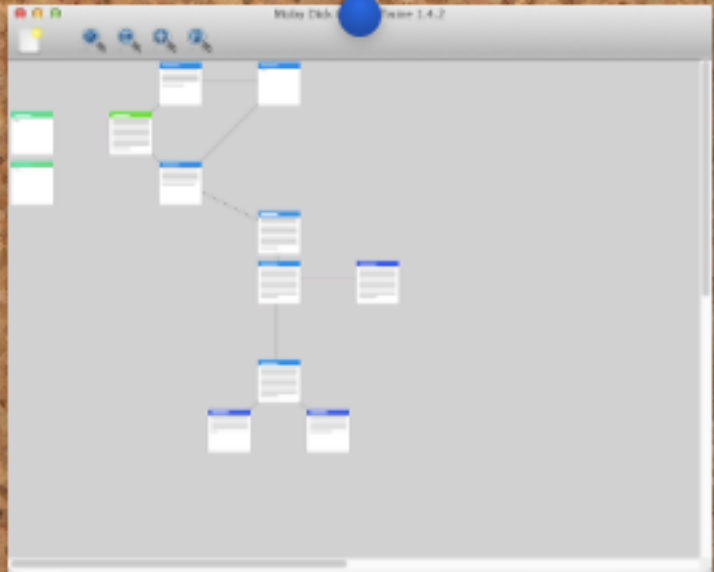


Forum

get help, share your work



Editing a story in Twine 1.4.






A bird's-eye view of a story map in Twine 1.4.

Stories




Moby Dick

edited 18 October 1901, 9:29 pm






The Bluest Eye

edited 11 February 1970, 12:23 pm






The Garden of Forking Paths

edited 30 March 1941, 8:04 am



Things Fall Apart

edited 10 July 1954, 7:12 pm



Twine

Story

Import from file


Export

Format

Open in editor

Report a bug

The story list in Twine 2.0.



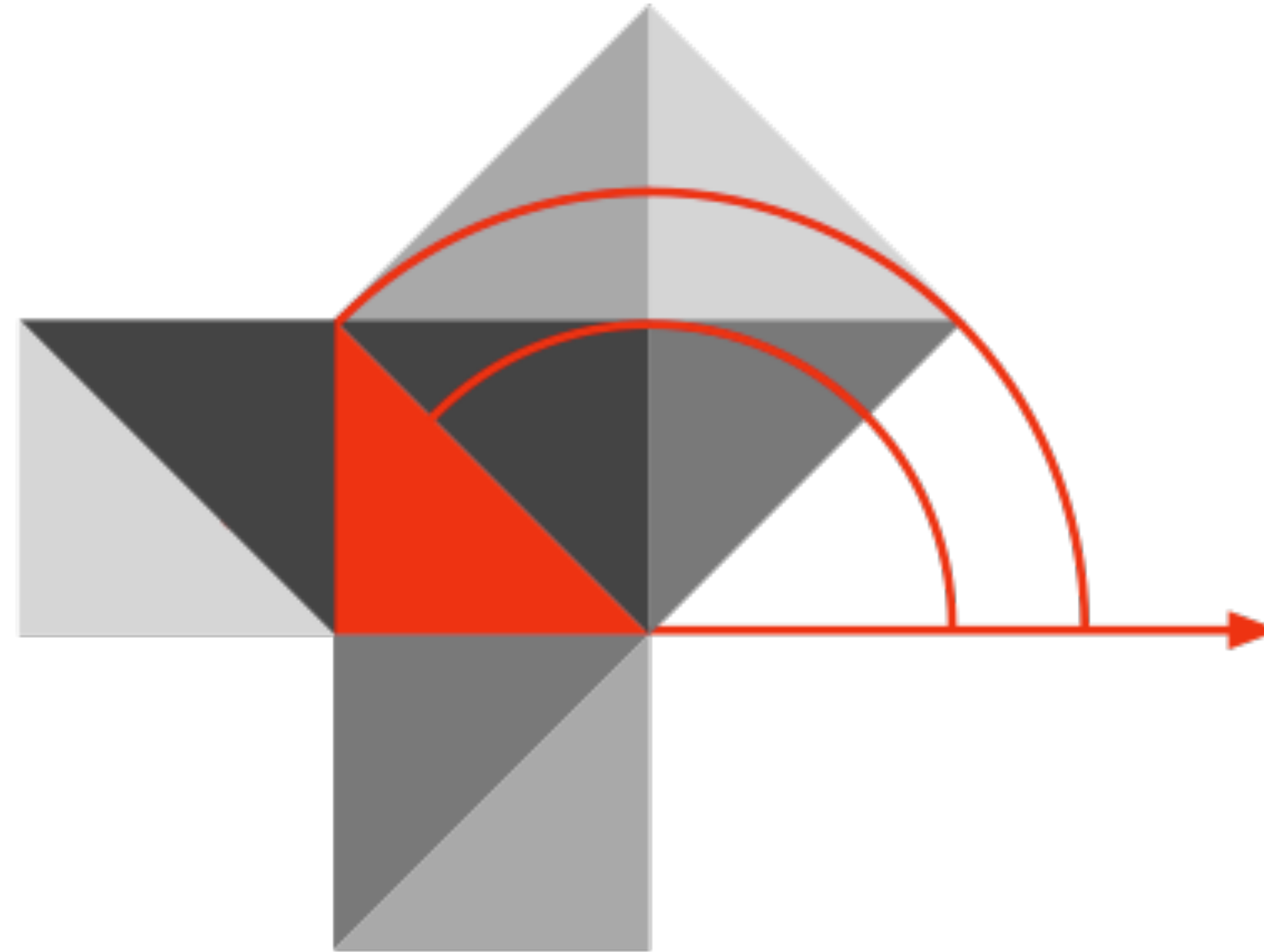
Editing a story in Twine 2.0.

Twine has been used to create hundreds of works. Here's a sample:

Basic Twine Commands

- To create a link:
 - `[[Get a Goat]]`
 - `[[Open the left door->Get a Goat]]`
- Formatting:
 - `**bold**`
 - `*italics*`
 - `<u>underlined</u>`
- Media Embedding:
 - ``
 - Use the embed code from YouTube, Vimeo, etc.

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