

# Pedagogical Toolbox

## Gameplay tools

### Template for creating your own interactive story – Collecting clues and information

#### Scope of the tools

In order to generate interactions and make sure that players make the right choices to advance and progress in the story, they will need to collect information, clues, hints or resources based on what the narrator or game host has provided or scattered throughout their adventure, to allow them to perform tasks, solve riddles or answer questions.

Depending on the theme of the adventure, the type and frequency of these clues will vary and should be related to the topic of the game and make the players analyse, reflect, learn, and discover new aspects or skills. For example, in a mystery-themed adventure or in a treasure hunt, they should be able to gather hints that indicate the right path, trail, direction or lead they should follow in order to reach their goal.

This form of interaction will require intuition, deduction, observation and understanding of the information and its implications, and allows players to directly influence the story based on their answers and choices; if they do not find the clue or don't understand its meaning or purpose, they may spend time walking a false trail or be faced with contradictory or irrelevant elements. They will thus need to think thoroughly and gather what they have learned beforehand to properly use the new information and progress towards their goal.

The following template can help you apply this method to your adventure.

# Introduction

The game host provides elements of information about the topic, goal of the adventure, characters, etc.

## First step

The player is faced with a question, puzzle or riddle.

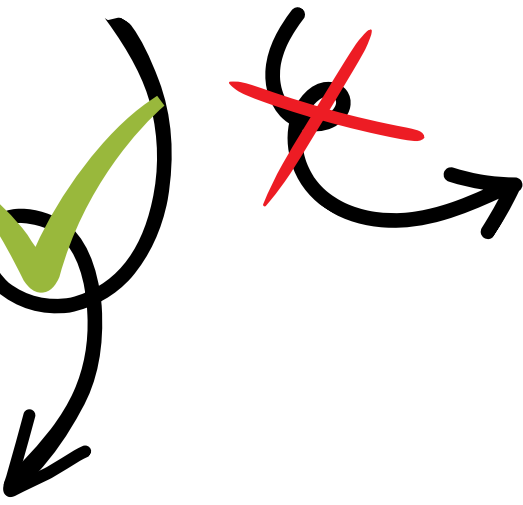
They need to remember information from the introduction and link it with new information in order to find the answer, code or hint to their next destination or choice.



If they don't find the correct answer, they are faced with an obstacle and need to rethink their solution.

A new hint or sub-task may be provided to guide them.

If they find the correct answer, they progress to the next step.



## Second step

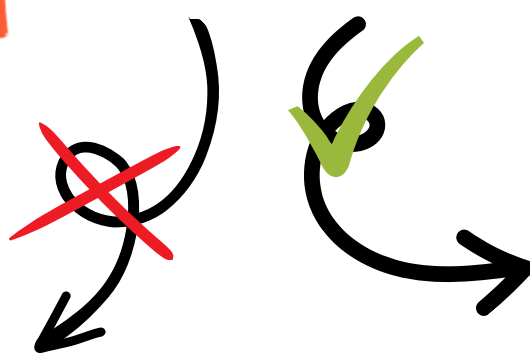
The players face a new question, puzzle or riddle with the same theme or topic as the previous step.

Gathering what they have learned so far, crossing the information and analysing the new clues, they should be able to solve this step and progress to the next one.



If they struggle to find certain clues or to understand their meaning, they could be allowed to work together with their peers or be given sub-tasks or step-by-step riddles with only one new element for each step.

As they progress they will be asked to link all the information, learn more complex aspects of the topic or complete tasks in order to achieve the adventure.



When creating the riddles or obstacles, remember that the goal is for pupils to learn, not to struggle! The game should remain challenging but be achievable for all.

