

Pedagogical Toolbox

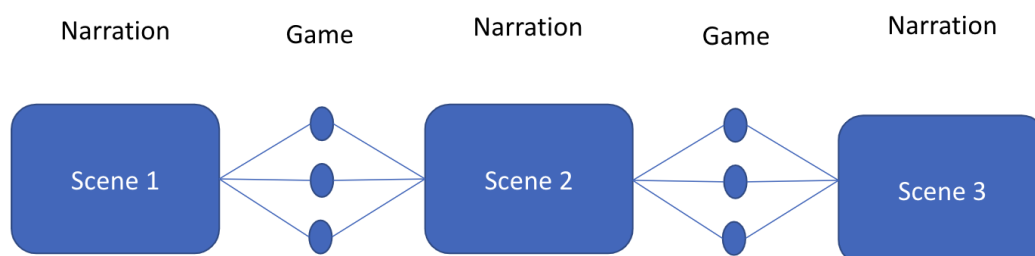
Gameplay tools

List of paths' structures

You can use different path structures to create your adventure homework. The important point is to stick to one path; otherwise, you will lose track of your story, and you might lose your readers as well. This non-exhaustive list will help you to see and compare the different structures you might use.

The tunnel:

The game is between two narratives, and the choices will all lead the pupil to the correct final answer.

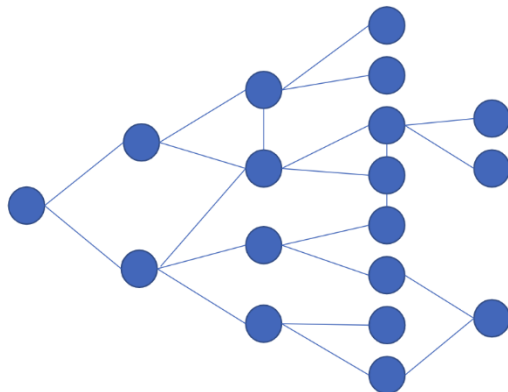


Plus points: Easy structure that guarantees you to keep track of the story. The course of events is under control.

Minus points: Lower playability than other more complex structures.

The bottleneck:

The reader is presented with at least one choice at every plot point, allowing the story to diverge and flow in completely different directions.

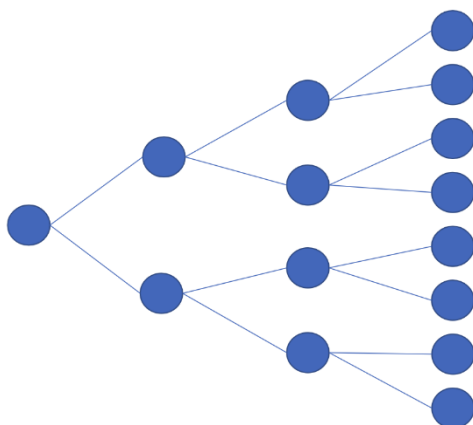


Plus points: Very high playability, lots of possibilities and directions, which provides the pupils with a high freedom of choice.

Minus points: Minor control of the structure and the development of the course of events. Requires writing and developing a lot of content.

Branching narrative:

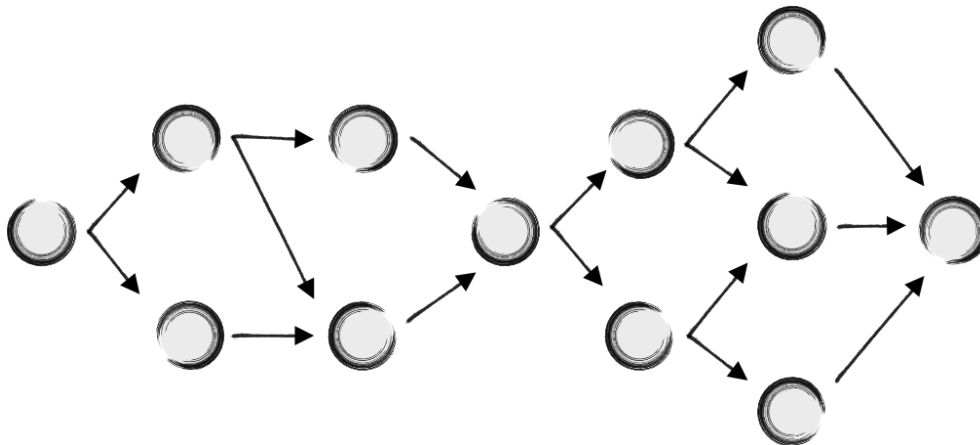
In this structure, every choice definitely changes the story and the outcome, given that the path doesn't allow the reader to turn back. Consequently, various scenarios are plausible.



Plus points: Ideal for short stories and to give lots of freedom to the player, where all paths lead to a potentially correct answer.

Minus points: Requires lots of content to be written, low playability.

Parallel narrative:



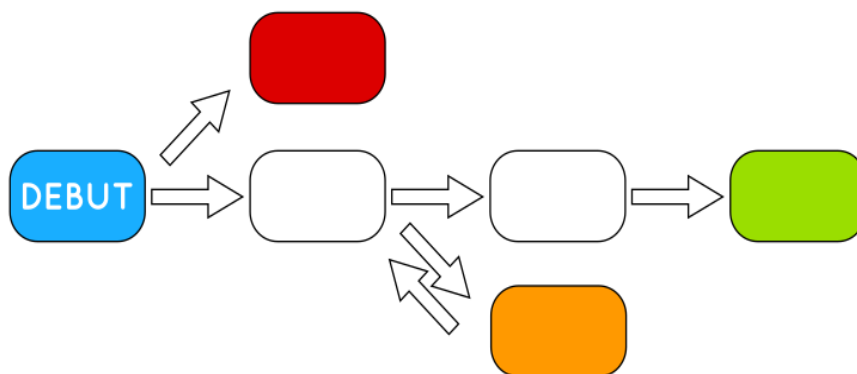
Source: <https://www.handwrittengames.com/interactive-structures>

A sort of compromise between linear and branching structures. It enables the reader to make choices while developing the narrative; however, it leads to critical plot points which enables to develop the story forward.

Plus points: Allow player's choice, keep pushing the story forward

Minus points: /

The gauntlet:



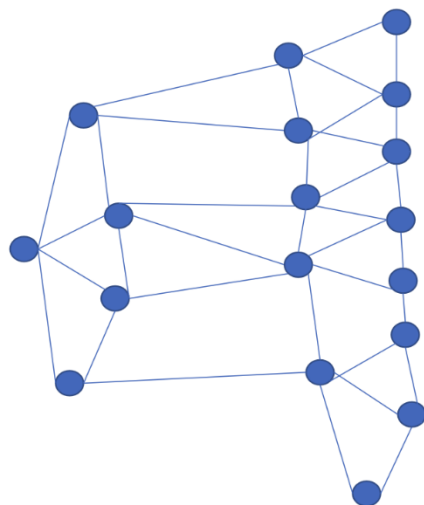
Source: <http://www.fiction-interactive.fr/wp-content/uploads/2019/04/image.png>

This structure might be the most frustrating one, considering that only one path leads to the end (i.e. the correct answer). The reader is presented with several choices, but choosing the wrong one ends the story, and the player meets a dead end. Therefore, you need to evaluate the level of difficulty well to make it more playful.

Plus points: Useful for suspenseful and dramatic stories.

Minus points: Limited actions and choices for the pupils can be easily frustrating and discouraging.

The open world:



The narrative evolution functions as a map, where the player is invited to evolve and explore the environment in all directions possible. The narrative is dispersed into annex quests with little hierarchy. It is quite similar to the branching narrative.

Plus points: Highly immersive

Minus points: More complex; it requires writing and developing a lot of content and having a solid basis.