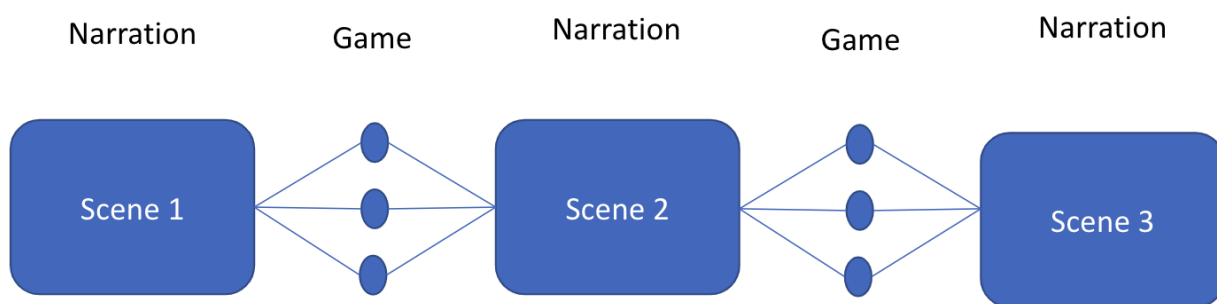


Pedagogical Toolbox

Gameplay tools

Path's template - The tunnel



Description of the structure

The tunnel is quite an easy structure on which to build your interactive story. The course of events is under control since all choices bring the player back to the narration.

Easier to start, the tunnel enables you to have a coherent narrative and not lose track of the story, which can be the case in an open-world structure, for instance. Its advantage is that you can develop over and over the narration-game steps.

When the pupil chooses the wrong answer, they continue with other steps to make them aware of their mistake and redirect them to the right answer. If they choose the right answer, they will be comforted by other steps before continuing the adventure.

Structure:

Start:

Step 1 (narration):

(You can include more initial steps if necessary)

Step 2 Game:

- 2 (wrong answer):
- 2' (correct answer):
- 2'' (wrong answer):

Step 3 (narration):

Step 4 Game:

- 4 (correct answer):
- 4' (wrong answer):
- 4'' (wrong answer):

Step 5 (narration):

Step 6 Game:

- 6 (correct answer):
- 6' (wrong answer):
- 6'' (wrong answer):

Step 7 (narration):

Step 8 Game:

- 8 (correct answer):
- 8' (wrong answer):
- 8'' (wrong answer):

Step 9 (narration):

Step 10 Game:

- 10 (wrong answer):
- 10' (wrong answer):
- 10'' (correct answer):

Step 11 (narration):

Step 12 Game:

- 12 (wrong answer):
- 12' (correct answer):
- 12" (wrong answer):

... (You can continue to develop this structure further if needed).

Conclusion