

Pedagogical Toolbox

Gameplay tools

Narrative adventures software

Digital tools can make creating a homework adventure much easier and the effects more compelling. Digital books are often more accessible than paper ones and are especially useful for teachers and students working online. But different tools require different levels of digital skills. Depending on how much you know (or are ready to learn), you might be able to create a complex novel with a lot of multimedia or a simple text-based story. It is important to choose the tool matching both your abilities and what you want to accomplish. Whether you are looking for a basic program so that you can shuffle the sections automatically or you want to create an actual online game, you will surely find a suitable tool.

A few examples of digital tools:

(Find more in the “Online resources” and “Software tutorials” sections of this toolbox)

- Twine is a free tool allowing you to post your stories nearly anywhere. It is text-focused, but you can also use images, sound, and video, and the user interface is designed to make it easy to visualise all the branches of a narrative.
- Ren'Py is a visual novel engine that helps you tell interactive stories. Coding is necessary to use the program, but the script language is easy to learn. Ren'Py is not as text-focused as Twine and can help you create a story with a lot of visual content or a complex simulation game.
- Ink (by Inkle) is a narrative scripting language for games used to create many critically acclaimed games. It offers a guide for people with no prior knowledge so that anyone can learn, which requires some time, but the effects can be very satisfying, and if you do not want to learn to code, you can use Inklewriter, a simple tool making the process easier.