

Pedagogical Toolbox

Gameplay tools

Shuffling the sections of your adventure

If the text chain is purely linear and it is clear to the player where they should go next, completing the tasks will not be an adventure. Shuffling the sections or paragraphs puts the player in a position where they have to solve a mystery to know the rest of the story. This activates the natural motivation brought by a curiosity about what is going to happen next.

How to shuffle the sections:

- First, write your story in a linear way and divide it into sections so that each part contains a task for the player to do in order to get to the next one.
- Write alternative parts of the story describing what happens if the player chooses the wrong answer. Remember: for educational reasons, the player should always be informed of what was incorrect with their answer and be given an explanation so that they can improve in the future.
- Shuffle the sections in a random way and add descriptions such as: "If your answer is A, go to section n° 4 on page 2. If your answer is B, go to section n° 9 on page 7"
- In the sections linked to incorrect answers, you can write the description telling the player to go back to the exercise, or you can simply write the correct answer or provide hints or guidance that lead to the next part of the story.
- When the adventure is ready, go through it again to check if everything is in the right order and the descriptions lead the player into the correct sections. It is very important for the links between different parts of the story to be coherent, or else the whole exercise will be impossible to complete.