

# Pedagogical Toolbox

## Online resources

### Twine

**Link:** <https://twinery.org/>

**Category:** Interactive narrative creation

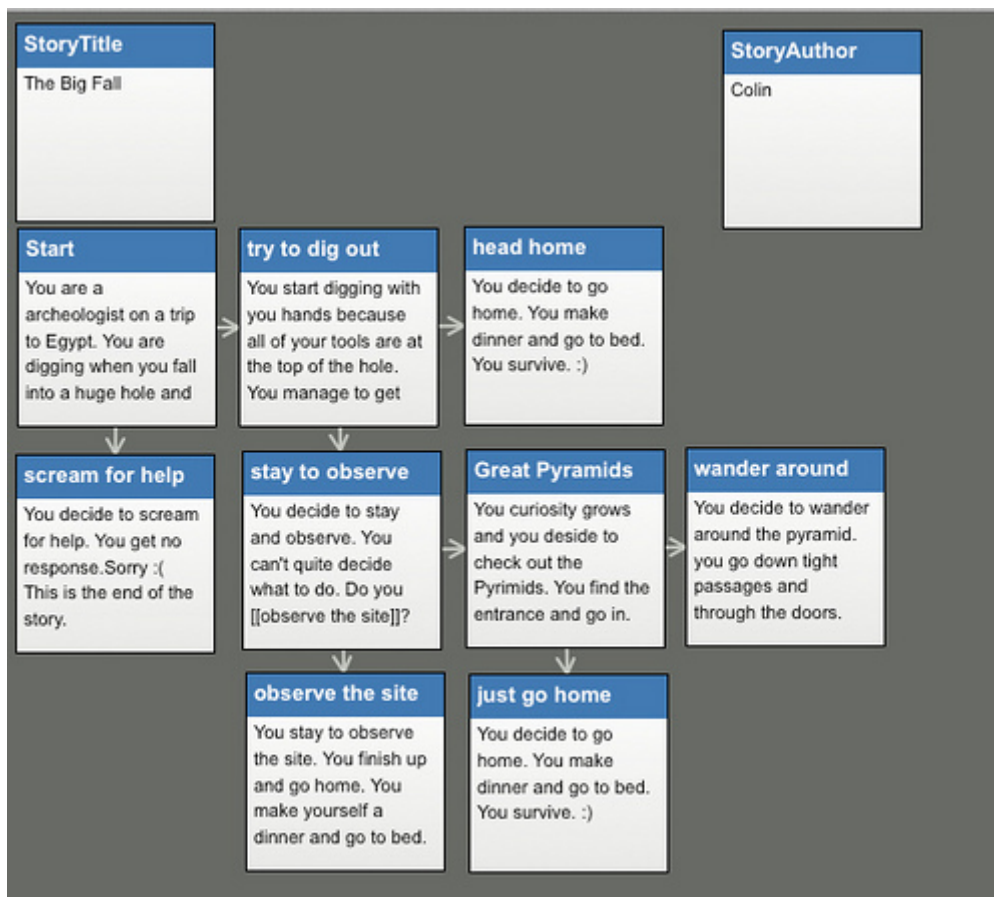
Twine is software for creating interactive fiction via hyperlinks in the form of web pages. It allows for crossroads in storylines, following the book games and text adventure model.

Therefore, it also allows adventure games to be developed, with scenarios to be freely explored, objects, fights, dialogues, and points. No special programming knowledge is needed to delve into even complex narrative projects.

Twine's graphical interface divides each story into passages, within which text is written, which can be accompanied by instructions and tags to add not only links but also images, sounds, and various special effects. In addition, the Web page containing the game can have a header, footer, and sidebar and can be edited as desired.

A "node map" visually represents the hypertext structure and visualization of the game pages and their interconnections.

You can download the software to your PC or use the online version.



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