An introduction to creating interactive stories with

**I Example Story**

To get an idea how interactive stories work, read the example story "Little Red Riding Hoodie". You can find at **writer.inklestudios.com/stories/zfpv**.

**II The Basics: Tutorials I to III**

Go to writer.inklestudios.com and create an account. Your e-mail address will not be passed on to third parties, so don't worry about getting spam by doing this.

Once you are signed in, start the tutorial. After a few steps, you will be able to choose between 7 tutorials, the first one being "Let's begin at the beginning". Start here, work through this tutorial and the next two ("Join and Jump" and "Sections and loose ends". This will take you about 20-30 minutes.

**III Write your first story**

You now know the basics of interactive story composition: making paragraphs, creating options and linking them to other paragraphs. This knowledge should be enough to create the following story:

Your neighbour has asked you to feed her cat when she's on holiday. She left yesterday evening for Hawaii, so today you go over to her house and open the door with the key she gave you. What do you do next?

1 I go to the kitchen. 2 I check out the living room. 3 I try to find the bedroom.

You find the catfood on a shelve above the sink. What will you do with it?

1 I eat it myself.

2 I put it in the cat's bowl.

There is a sofa that looks very comfortable. You do have some time. Do you

1 lay on the sofa and take a nap?

2 go to the kitchen anyway?

The bedroom is locked. There is a note that says: "Nice try, amigo. But please just feed the cat …". Will you

1 check out the living room now?

2 or go the kitchen?

It's so bad that you throw up. You clean the floor, feed the cat and go home embarrassed.

You feed the cat. She is shy at first, but then she lets you stroke her. You are already looking forward to feeding her again tomorrow.

You take a long sleep. You wake up when you hear meowing. The cat is looking at you. You feed it and go home.

**IV Advanced story creation: Tutorials IV and V**

To tell more advanced stories, InkleWriter offers two interesting tools in addition to what you have learnt to use so far: markers and widgets. Markers allow you to use conditionals – for example your hero can only open a door if he picked up a key earlier. Widgets give you more flexibility with paragraphs and allow you to insert pictures into your stories. To see how markers work in a story, check out the following example story:

**writer.inklestudios.com/stories/2vrp**

Now work through the tutorial on markers. This one is not easy, so read carefully and think each part through. When you're done, create the following short story that uses markers.

You are going hiking in the mountain. Will you put on sun screen?

1 Definitely not, I want to get tanned.

2 Of course, I don't want to get sunburnt.

You leave the sunscreen at home and go hiking without.

You put on half the bottle of sun screen.

You are hiking all day. The sun is shining and you can feel it burn on your skin. When you arrive back home, you take a shower and then look at yourself in the mirror.

1 Oh my God! I'm red like a tomato! (if you did not put on sunscreen)

2 I'm still rather pale, but at least I didn't get burnt. (if you put on sunscreen

Write your own morale of the story here.

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**V Create your own story**

Now that you know all the basics of creating an interactive story with InkleWriter, create your own story. You can do it either in pairs or alone. Your story needs to fulfil the following criteria:

**Length** 400 words (if you write it alone) or 600 words (if you write it with a partner)

**Interaction** Most paragraphs should give the reader a choice of action. You should use markers to create a conditional element at least once.

**Language** Use correct English and use precise vocabulary to make the story come alive.

**Content** You are free to choose the topic for your story, but stay away from sexual themes and imagery as well as from overly graphic violence.

**On Tuesday September 9 your story needs to be finished. Send links to your story as well as to your two exercise stories (!) to lukas.hunziker@gymthun.ch.**