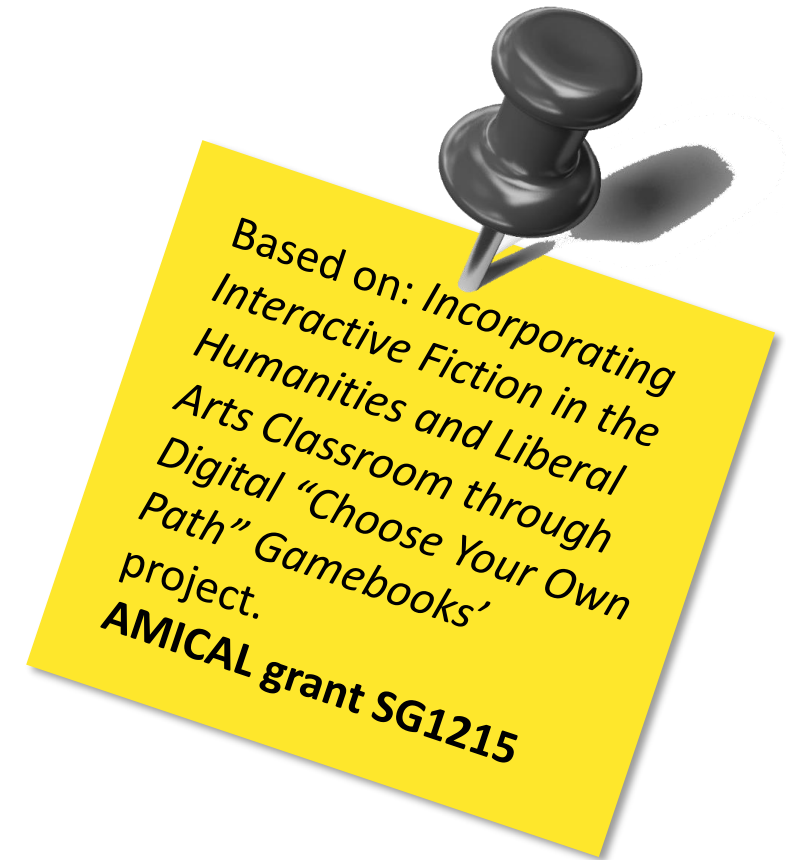


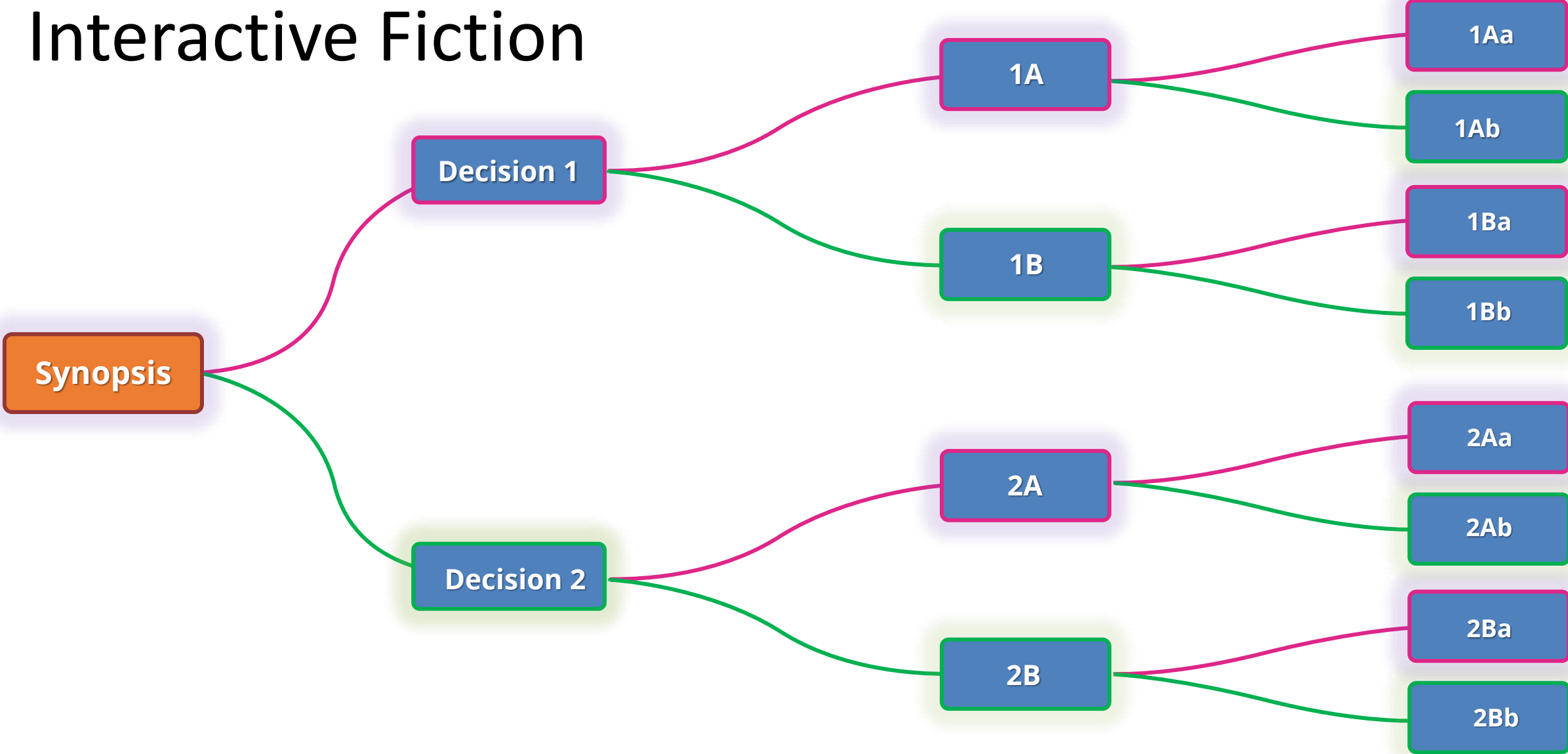
Choose Your Own Path: Developing Digital Interactive Fiction in the Humanities



Kaitlin Lucas & Irene Lubbe

Yehuda Elkana Center for Teaching, Learning and Higher Education Research

Interactive Fiction



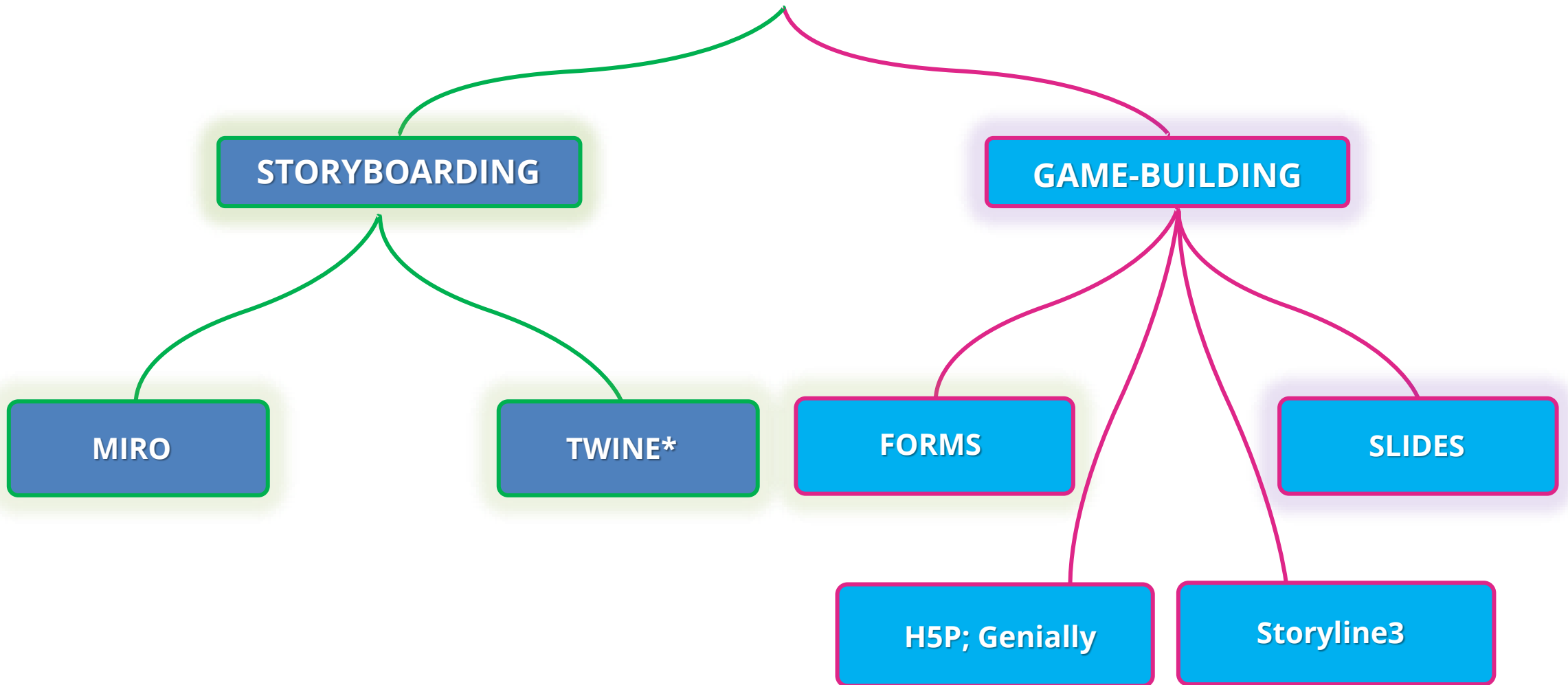
Interactive Fiction (IF)

IF engages the student in scenario-based learning and leads the student through a **branching story** or scenario.

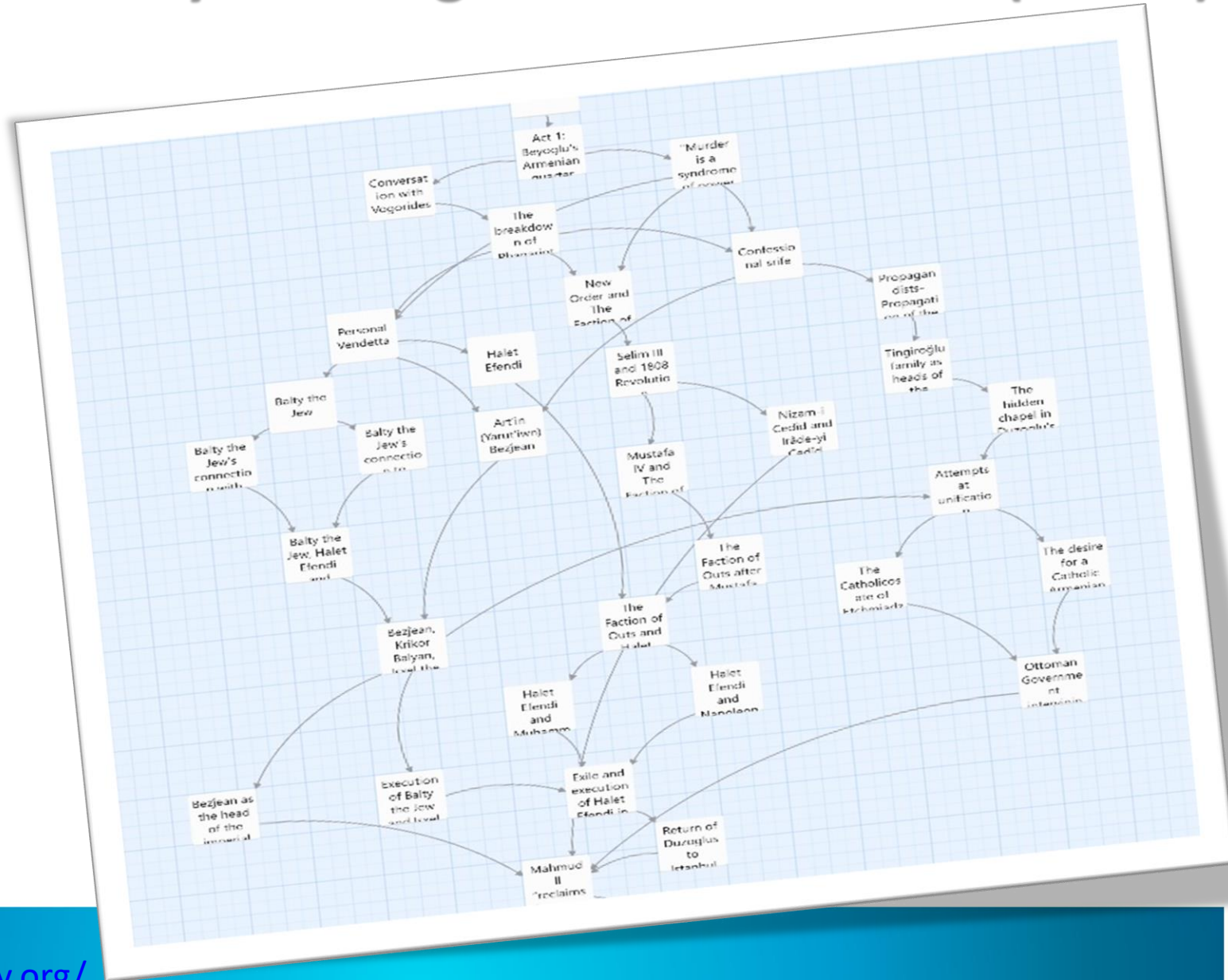
The choices the student makes in the game directly influences their future choices and the story's outcome or ending.



Tools



Storyboarding Interactive Fiction (Twine)



eBook Interactive Fiction (Crusaders)



"Thank you for your words of wisdom my friend, I'll keep them in mind. In any case, we should go to sleep, we both need to travel tomorrow, and is getting late".

I should rest, maybe the night will calm these troubling thoughts (play as Raymond d'Ales)

Indeed I should retire to my room, it is a long road to Damascus (play as Taj al-Dawla; story coming soon)

Dramatis Personae



[Outremer in the 12th century \(Game\)](#) (ceu.edu)

Game created by **Juan Manuel Rubio Arevalo** (PhD-student - part of the AMICAL-grant) project

eBook Interactive Fiction (The Case of Düzoğlus)



The never ending noise, one that almost feels like a beehive next to your ear, is mixed with the sounds of music and waves. Added to this is the soft sunshine of the fall. It feels like a warm hug that protects from the sharp air carried by the waves of the Bosphorus.

The Crescent Capital is alive, as it has always been since the times of the Old Empire, where people called it Constantinople.

Walk towards Ayasofia, the oldest gem of the Old Empire
Go to meet you family in the city of Kayseri



The Richest and Most Favoured Rayahs of the Sultan: [The Case of Düzoğlus](#)
Game created by **Flora Ghazaryan** (PhD-student - part of the AMICAL-grant) project

Summary

In this session, the presenters will discuss how **Interactive Fiction** (IF) can be used for storytelling, discussion, and reflection in the undergraduate humanities classroom. IF, also referred to as “Choose Your Own Path” or **gamebooks**, has become a popular method to engage students in **scenario-based learning**. These engaging digital games lead students through a branching story or scenario, and the choices students make in the game directly influence their future choices and the story outcomes.

Funded by an AMICAL Small Grant, Kaitlin Lucas (technologist), Irene Lubbe (faculty), Juan Manuel Rubio Arévalo (doctoral student, Medieval Studies), and Flora Ghazaryan (doctoral student, Comparative History) embarked on a journey to explore how IF could be incorporated into Central European University’s interdisciplinary bachelor's programs. Along the way, they partook in meaningful collaborations with CEU’s librarians, faculty, IT, and web development teams.

In this session, they will share:

- key takeaways from each stage of the collaborative game development process;
- the outcomes of the project, which include two digital games ("The Four Cities: A story of Outremer in the 12th Century" and "The Richest and Most Favoured Rayahs of the Sultan: The Case of Düzoğlus") and an OER guide to developing interactive fiction;
- their plans to incorporate the games into the classroom during the 2023-2024 academic year.

While their current quest is wrapping up with the completion of the project, it is just the beginning of a larger journey to incorporate meaningful game-based learning experiences within the higher education humanities curriculum.

By attending this session, attendees will be able to:

- Recognize the **benefits and challenges** of developing interactive fiction for the undergraduate humanities classroom
- Locate **resources** for developing their own interactive fiction
- Identify areas in which interactive fiction could be **used** in their own institutional humanities contexts