

### ***Play Twine-based Games***

- [Queers in Love at the End of the World](#) (you do not have to buy or download this game. Click “begin” to start playing)
- [Choice Texas](#)
- [SPENT](#)
- [Case 002: Jenna Richmond](#)

### ***Reflect<sup>1</sup>***

1. What makes these games educational? Valuable? Critical?
2. What narrative/game devices could you use to help your students deepen their understanding of a concept or develop empathy for the people they’re studying?
3. How can games promote IDEAS (inclusivity, diversity, equitably, and accessibility) in STEM?

### ***Brainstorm***

1. What strategies do you use in your class already to help students explore your subject?
2. How could you adapt a discussion activity you already have in class or a quiz into an interactive fiction game?
  - What should the students be able to do at the end of the learning cycle?
  - How will you know if your students have learned the desired content and skills?
  - What game mechanics best support student development?
3. How can you use and create meaningful choices and branching narratives to strengthen student understanding of the real-world context of your subject?

### ***Install Twine***

Visit the [twine website](#). You can download and install twine or run it from the browser for free. I recommend you download and install twine to your computer because the online version saves your stories in your browser's data. If you clear your data, you will lose your game.

### ***(Optional) Start building***

If you are feeling inspired, feel free to start building your story. You can find my [Twine-based tutorial on my website](#).

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<sup>1</sup> Adapted from Keegan Long-Wheeler and John Stewart’s eXperience play (<https://experienceplay.education/>).