

Twine History Project Specs 1.0

Why we create interactive texts:

- They are interactive and digital in an increasingly interactive and digital world
- To do one well one must
 - really know a fair amount about the past and be able to ask lots of good questions = research
 - Write in a clear and engaging style
 - Practice some essential computer skills and organization skills
 - Think in counterfactual ways, consider alternatives, and understand what can and cannot be supported by historical evidence and reasoning
- They focus a designer on the relationship between an individual and his circumstances
- They are an engaging, interesting, and generally socially valued medium for history (particularly for more recent generations)

Basic Idea

Your first Twine project needs to focus on a historical individual in a specific situation no more recent than 1500 CE. The twine must explore 1) how the individual acted , 2) the historical effects 3) how the individual might reasonably have acted otherwise, and 4) what the results would likely have been.

- You must select a specific individual from the ancient world and a specific situation events or chain of events. i.e. one known by name and documented in the available historical evidence.
- Alternately, you may create an historical individual in a specific set of historical circumstances that are documented in the available historical evidence.
 - Generally, the more focused the topic is, the easier it will be to execute.

Your Twine history must be relevant to at least one of the course themes: government and political development, religion as a source of consensus and division, technology and its impact on humans and the earth, inequality, and/or war and terrorism

REMEMBER: A GOOD TWINE INTERACTIVE HISTORY MUST FOCUS ON MEANINGFUL CHOICES A FIGURE DID AND COULD HAVE MADE. NO GOOD DECISION POINTS = NOT A GOOD TWINE

Deadlines

Wednesday January 11th, 2017 - Topic Selected (Your specific historical character and their specific situation - for example an event, conversation, major decision)

Thursday, January 19th , Preliminary research and a 200 word reflection (the more detail, the better:

- a. Who is your person and their background?
- b. . What is the situation they are in? What sorts of decisions did the historical figure have to make?
- c. . What sorts of things do you need to know in order to produce an interactive Twine on this topic (i.e. your research questions)?

Tuesday, January 24th , (Worth a Quiz Grade) Noodle Tools Chicago Format Bibliography with a minimum of three transparently highly credible sources on the subject. An explanation of at least three sentences below each entry, explaining why it is transparently credible. Extra credit for an additional primary/original source from the/about the figure in the specific situation

Wednesday, February 1th, (Worth 25% of Quarter Grade) Main Draft, Twine Research Paper (see spec sheet)

Monday, February 6th, Preliminary Story Maps (Passages, Passage Titles, and Links)

Monday, February 13th - Revisions of Twine Research Paper

Tuesday, February 21th - Formally written and historically detailed and accurate printout of Twine (graded as a formal paper; 15% of quarter grade) see spec sheet.

Monday, March 6th- Twine Prototype Due

Minimum Specifications

_____ A title and subtitle passage with the author listed and a link to a bibliography passage

_____ A bibliography passage with a properly formatted Chicago bibliography

_____ An approximately 100 - 200 word introduction passage establishing the player's historical figure and situation

_____ An additional 500 words minimum of text. **This does not include the title, bibliography or introduction passages, code, or does it include reused passages, both of which will be subtracted from the total**

_____ At least 9 passages not including the title passage or bibliography passage . No passage has more than 100 words.

_____ An average of at least two choices per passage, not including terminal passages

_____ At least two distinct endings, one historical

_____ No shorter than 2 choices long

_____ At least one variable and at least one passage where an if-statement is used to determine the text displayed