Resource Guide

Important Links

Play the Presentation Twine: https://elit377.neocities.org/ITL/Rigdon_ITL%20Presentation.html

Twine: https://twinery.org/

Twine Wiki: https://twinery.org/cookbook/
> (OR Protip: if you want to do something, Google what you want + Twine. i.e. "embed video in Twine" then use YouTube tutorials etc. Unless you change it, you are using HARLOWE.)

Twine Tutorial made my Lyle Skains from Bangor University in the UK:
http://youandco2.org/tutorial/index.html

W3Schools HTML pages (for coding help): https://www.w3schools.com/html/default.asp
> Key code to use:
> *Images:*
> ```
> <img src="URL" alt="any alt text" style="width:500px;height:600px;">
> ```
> *Play with the width and height until it looks right on your Twine.*
>
> *External Hyperlinks:*
> ```
> <a href="https://www.w3schools.com/">Visit W3Schools.com!</a>
> ```

Neocities: https://neocities.org/
> This is where I ask students to publish their Twine stories and then share the link with me. It is free, easy to use, and has a built in "how to code" tutorial at the start. You can have students just send you their Twine files directly (which will be pubbed as an html file,) but then you need to go through the extra step of importing it into your own Twine.)
> BONUS: they can upload any photos they want to use in their Twine here and then they'll have a stable URL to insert into their Twine. For example, check out the URL I used for my title graphic: https://elit377.neocities.org/ITL/Title.png

Additional Reading

"But I Know What I Like" by Robert Kendall- accessible theory on hypertext & reader agency: http://www.wordcircuits.com/comment/htlit_5.htm

"Life, Death, and Twine" by ME! Suzy Rigdon – more in-depth discussion on how I use Twine in my class & why choice matters in Twine: https://teachersandwritersmagazine.org/life-death-and-twine-8377.htm?fbclid=IwAR3o-PvTrDGENemkNwcLhlEwDnYJk8STh6RK6XceuK777c_mTOZvxmvCkFw

Other Twines!

All of the sample "educational" Twine games I showed are linked through the Presentation Twine. If you want to experience some non/fiction tales, I suggest *Temple of No*, *Depression Quest*, and *Howling Dogs* for very different experiences of reader agency and power of choice/lack of choice. These are the three pieces I teach. But beware: *Temple of No* has some salty language and *Depression Quest* is very realistic, and therefore, heavy.