

5 words to remember

abstraction: a process that helps simplify things by identifying what is important and what detail can be hidden or ignored

Creative Commons: a copyright licence that allows for content such as images and music to be reused without permission, for certain purposes

hyperlinks: texts or images that are turned into clickable buttons as a link to another slide, page, section or website

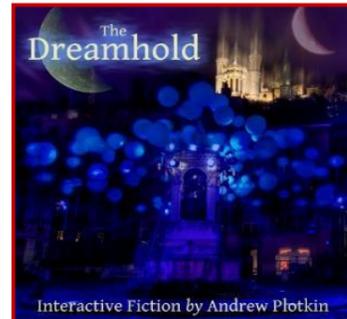
MP3: a compressed audio format for storing and transmitting audio files

safe search: a way to filter a search automatically to remove inappropriate or adult-only content

The history of interactive fiction

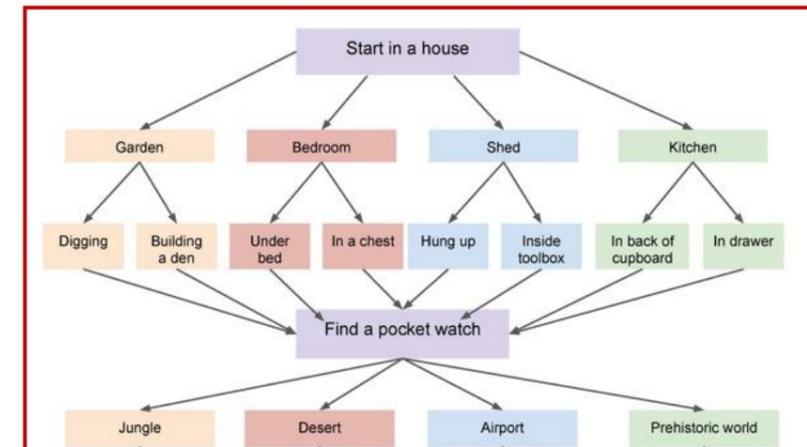
Traditional text-based adventure games are a form of interactive fiction where the entire player interface is text only. This means that players interact with the game through typing commands, such as 'look', 'examine' or 'north', prompting the game to provide further information.

Examples of traditional text-based interactive fiction games can still be found online today, such as 'The Dreamhold'.



Key takeaways

- Most storytelling follows a linear structure, with the story progressing from beginning to middle to end. However, non-linear stories, where readers choose their own path through the story, have a long history in the form of 'choose your own adventure' stories.
- Non-linear stories can be interactive and very immersive, as readers have to make decisions and can take on roles, as they would do in some video games.
- Technology allows users to create their own non-linear games using **hyperlinks** for key decisions. Hyperlinks are commonly found on webpages, but can also be used in other files, such as presentation slides.
- When planning complex stories with multiple decisions and settings, it is important to use **abstraction**. This helps to map out the key points and pathways of the story, while description and media can be added later. This planning diagram provides an example of abstraction:

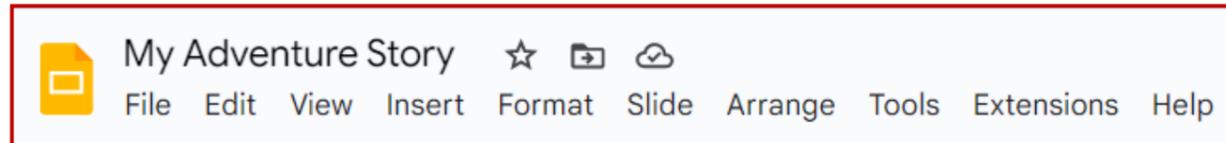


- Interactive stories can be brought to life by adding images and audio. When adding other people's content to a project, it is important to have the correct permissions to reuse content. This can be done by searching for **Creative Commons** licensed content only.

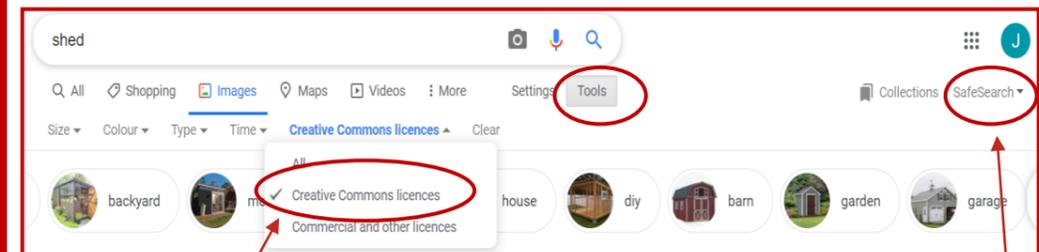
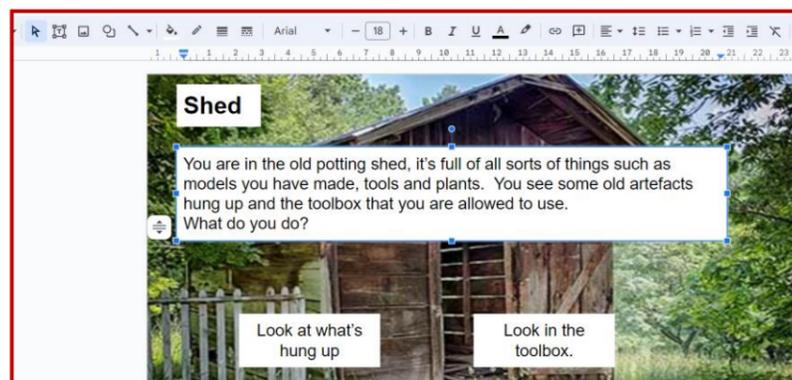
Knowledge check: Google Slides

In this unit, you will be making your interactive adventures games in presentation software such as Google Slides or Microsoft PowerPoint. You will have used this kind of software before. Test your knowledge on the questions below:

- Which of these menus provides an option for adding an audio (MP3) file?



- You have created the slide below, but the white text boxes cover the background. Explain the steps to make the text boxes transparent and to change the text colour.



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