Workshop: Disruptive Play and Game Design

For this workshop you will need:

**1 laptop/PC/computer per group**

**1 worksheet**

***Ideas*!**

*In this workshop, we are going to create a mini-game using Twine2, an open source platform for telling interactive and non-linear stories.* Today’s theme is **disruption***.*

Prior to this session, you will be encouraged to read the following article: <http://www.firstpersonscholar.com/rise-of-the-videogame-zinesters/> and have a go at using Dys4ria: <https://freegames.org/dys4ia/>

**------- Preparation and Creation ------**

* In groups, think about a theme and a scene that you would like to create. There is no need to think big. The best is probably to think about what you wouldn’t see in a game, or maybe take a stereotypical gaming instance, and distort it (e.g. your game could be about making coffee, driving to the shop, romancing aliens in a bar, etc).
* Draft an event tree with your ideas.
* Familiarise yourself with Twine: create links, change the font and the text colour, include an image. You can designate a group member to do a little bit of extra research.
* Start entering your text, images, and narrative into Twine2. Playtest and discuss. How could you polish your prototype?

**------ Discussion and Presentation ------**

* Present your game and the ideas behind it.
* Identify the strengths and limitations of using game design in the classroom (Humanities). Suggestions are very welcome!