

# Writing Interactive Fiction

## Overview

Participants learn about interactive fiction as a genre including branching narratives, the role of the reader and what the genre reveals about decision making processes. Participants then write their own piece of interactive fiction.

## Duration

40 - 90 minutes (max. 10 participants)

## Discussion

Using *Who Ate The Cake?* as a case study, topics covered include:

- What is interactive fiction?
- Reading and writing branching narratives
- The role of the reader
- Interactive fiction and the decision making process
- Writing your own interactive fiction story including format and structure, plot ideas, writing choices and endings
- the writing, illustrating and book design process including the 'show don't tell' principle, developing characters with depth, sketches to final illustrations, and choosing fonts.

## Activity - Write Your Own Gamebook

Participants brainstorm story ideas and choices. Each participant then chooses a story prompt and has 15 - 20 minutes to write their own piece of interactive fiction. The group comes back together and participants read their story to the rest of the group. The group as a whole chooses which narrative path to take.

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*\* Discussion topics and activities may be adapted to suit participant age and number, and the allocated time for the workshop.*

*Who Ate The Cake? is a mystery adventure picture book written in the interactive fiction genre.*

*Interactive fiction uses techniques such as branching narratives and the rules of role playing games to create "fiction that allows the reader to participate in the story by making choices."*

*The genre has been widely acclaimed for appealing to reluctant readers and for their educational value, including increasing reading comprehensive and fluency through repeated reading, and helping readers understand plot structure and decision-making processes.*

*In this workshop, participants explore what's unique about the genre, and write a piece of interactive fiction.*



*"Thank you for sharing your expertise ... The flow was good and all kids were engaged ... I learned a lot from you." - Cathy Zhang, Chinese International School*

## About the Author

Cinta (Jacinta Plucinski) is an Australian born writer and content developer with over 18 years experience. She's written and created content for Discovery Networks International, museums in the Middle East, South China Morning Post, Australian Centre for Moving Image (ACMI), Special Broadcasting Service (SBS) and Be Movement.

She is also the founder of Zoot Publishing - a Hong Kong based publishing house exploring new formats of printed books and games ([www.zootpublishing.com](http://www.zootpublishing.com)).

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