

Objectives Targeted:

Rhetorical Knowledge

Information Literacy

Genre Conventions

Reading Processes

Composing Processes

Integrative Thinking

Interactive Research Game*Due Apr. 30th***Assignment Overview:**

Instead of writing a research paper as your final product this semester, you are going to use your research to develop an interactive narrative that intricately weaves concepts and perspectives from secondary sources into a thematic storyline. This project requires you to create a narrative game-like experience intertwined with ideas, concepts, and viewpoints sourced from secondary materials. The aim is to merge academic insights with creative storytelling and argumentation. You will use the digital tool Twine to create a choose-your-own-adventure style narrative game based on your research.

Steps for Completion:

- 1. Theme Selection and Research:** Select a theme aligned with your research question and topic
- 2. Recursive Reading and Idea Synthesis:** Engage with a spectrum of secondary sources pertinent to the chosen theme. Extract ideas, arguments, and perspectives from your sources
- 3. Source Evaluation and Creative Adaptation:** Critically assess the credibility and relevance of sources. Creatively adapt the synthesized concepts into a branching interactive narrative format
 - a. Craft a narrative where user choices lead to diverse outcomes, each representing distinct ideas or viewpoints
- 4. Interpretation and Response to Complex Ideas:** Integrate intricate ideas gathered from sources into the interactive narrative. Interpret, synthesize, and present these concepts creatively within the narrative context. Present conflicting viewpoints, explore nuances, or demonstrate real-world applications
- 5. Presentation and Reflection:** Showcase the interactive narrative to the class. Guide them through the narrative, explaining thematic choices, sources utilized, and connections established between ideas and broader course concepts or external contexts. Reflect on the challenges encountered during the creative process, insights gained, and the significance of the project concerning course content and wider contexts

How to Submit:

For this assignment, you will digitally (via D2L) submit both a link to your Twine and a document (formatted however you would like) that includes your reflection. Additionally, you will present your game to the class.