LESSON

INTERACTIVE NARRATIVE LAB

AUTHOR

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CODEARTS SOLUTIONS

INTERACTIVE NARRATIVE LAB

Interactive Narrative Lab enables students to plan, analyse and build branching stories with accessible web tools. Learners map narrative choices in Miro and then implement them in Inklewriter, Bookgame or a comparable platform, allowing complex storytelling without requiring advanced programming.

Subject and level

VET learners in multimedia, game design, digital communication or creative technology. The exercise suits students who need to combine writing, logic and interactive design within a practical production workflow.

Connection to curriculum

The activity connects narrative design, user choice, logical structure, digital authoring and project presentation. It reinforces planning, creative writing, conditional thinking, testing and revision while modelling the pipeline used to create interactive narrative products.

Didactic and pedagogic considerations

Learners move from visual planning to implementation and testing. Group work supports idea development, while the branching structure requires analytical thinking about consequences and consistency.
Self-assessment and peer testing help students identify dead ends, unclear choices and narrative branches that do not deliver meaningful variation.

Time estimate

3 hours

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Group size

15-25 students

Overall introduction to exercise

Students create a short branching narrative with a clear beginning, multiple decisions and at least two distinct outcomes. The process begins with a visual map so that logic can be checked before the story is implemented in an interactive authoring tool.

The exercise treats narrative as a system rather than a linear text. Learners must consider what information the player has at each choice, how branches reconnect or diverge, and whether decisions produce understandable consequences. The final product is tested by classmates before revision.

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Exercise as presented to the students

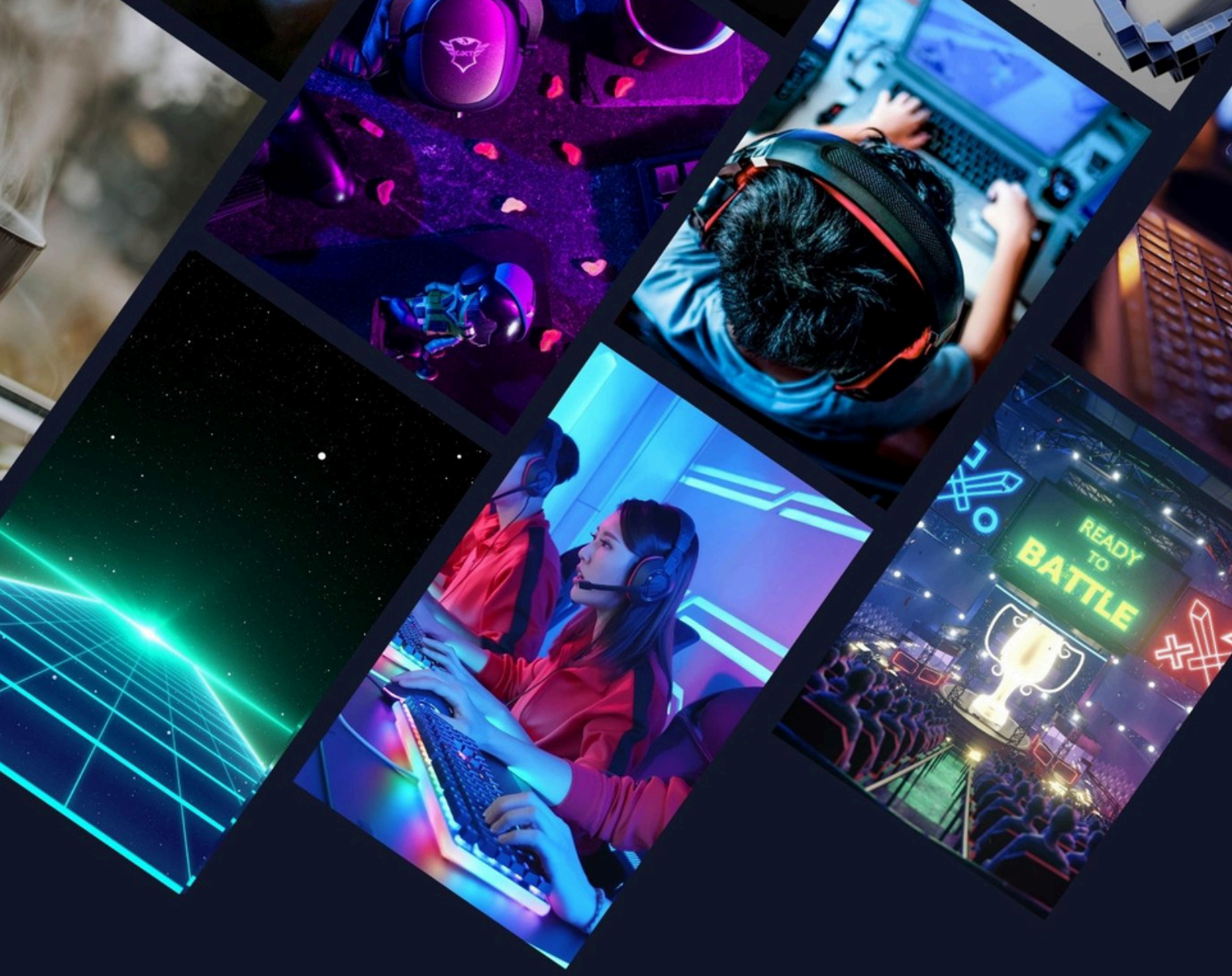
The teacher introduces the task with a short example of a branching story and asks students to identify where player agency changes the narrative. Small groups then receive a simple brief and use Miro to create a flow map containing an opening situation, at least three decision points and two different endings.

Before writing full text, each group checks its map for unreachable branches, repeated choices and dead ends. The teacher reviews the structure and asks teams to explain what each decision changes. Only after the logic is coherent do students move into Inklewriter, Bookgame or a similar browser-based authoring tool to implement the story.

Students write the narrative in short sections, linking each choice to the correct branch and testing frequently as they build. They are encouraged to use concise text and meaningful alternatives rather than choices that immediately return to the same result. More advanced groups may add simple conditions or variables if the selected platform supports them.

When a first complete version is ready, groups exchange stories for blind testing. Testers follow one path without seeing the original Miro map and record where a choice is confusing, where continuity breaks or where an outcome feels unrelated to previous decisions. The authors then compare this feedback with their intended structure and revise the weakest branch.

The class finishes with a short presentation of the narrative map beside the playable version. Students explain one design decision and one change made after testing. Assessment considers coherence, meaningful choice, completeness, creativity, teamwork and the ability to reflect on the production process. The exercise prepares learners for interactive storytelling in games, web experiences and other digital media.



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