

Narrating America

in the Contemporary Community College



**Narrating America –
*Problem Solving the
Mission of the
Community College with
Interactive Digital
Storytelling***

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Why a game?

**Public storytelling research
background**

Community College Context

**Narrating America Game
Development Process**

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Technology

- Database of 562 student narratives, analyzed for person and plot
- Game design principles
- Undum.com, “a client-side framework for hypertext interactive fiction games”
- Bitstrips.com – free and easy-to-use comic generator

UNDUM

Undum is a pure client-side game framework for narrative interactive fiction. It is designed for HTML5 and CSS 3. You can read more and download the source code [here](#).

Save

Erase

story is told in chunks, and you select from a range of options to move it forward.

Unlike the book form, however, the digital form gives you far more flexibility to tell rich stories and introduce more interesting game elements.



QUALITIES AND THE CHARACTER

Let's talk about the character. The character is described by a series of *qualities*. These are numeric values that can describe anything from natural abilities to how much of a resource the character controls. Qualities are shown in the box on the right of the text.

The qualities there are those you started the game with. When you **go to the next situation**, keep your eyes on the character panel. You'll notice I'll give you a boost to your stamina quality. This process is animated and highlighted to draw your attention to it. You could also get a boost of skill by carrying out **this action** as many times as you like.

CHARACTER

You are starting on an exciting journey.

Skill	12
Stamina	12
Luck	fair

Progress

Novice	✓
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presents real-life scenarios of community college students, teachers and administrators.

You'll take turns solving problems from the perspectives of characters in one of three roles:



Student



Teacher



Administrator

GOT IT!

And gain points for these skills:

5

Communication

5

Perspective-Taking

5

Initiative

MAKES SENSE!

**Earn extra points by rating scenarios,
rating options, and adding your own ideas
of how to act in different scenarios.**



I have a better idea...

LET'S GO!

C: 5

PT: 5

I: 5

Total: 15



I was taking English 2 and my professor seemed nice and fair. He gave out tons of papers and made us write about love on every single assignment. I got one paper back with a grade of B and another 4 papers were returned to me with no grade.

WHAT WOULD YOU THINK?

- He's probably keeping track of my grade somewhere. ☆
- I always get grades, maybe I should ask about it. ☆
- It must be hard to grade an essay about love. ☆
- I have a better idea...

C: 5

PT: 5

I: 5

Total: 15



I was teaching English 2 on the topic of love in 20th century literature. I stated the goals of the class and grading policies on the syllabus and on the first day. One student attended most classes and submitted weekly homework, but he never handed in a major assignment.

WHAT WOULD YOU THINK?

- If I don't get the assignment, he doesn't get the grade. ☆
- This is unusual, I wonder if everything's OK. ☆
- I have a better idea...

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Next steps

- Fine-tuning the interactive game design
- Implementing more scenarios
- Community-college based teams using the games to support their ongoing work to define and improve their missions

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Thank You!

Comments? Questions?

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