

# THE SIXTH WORLD CONGRESS ON EXTENSIVE READING

7-11 August 2023

Bridging the LitERacy Gap



## Generating Branching Narratives with AI

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## WHAT

are branching  
narratives?

## WHY

should we use  
branching  
narratives in ER?

## HOW

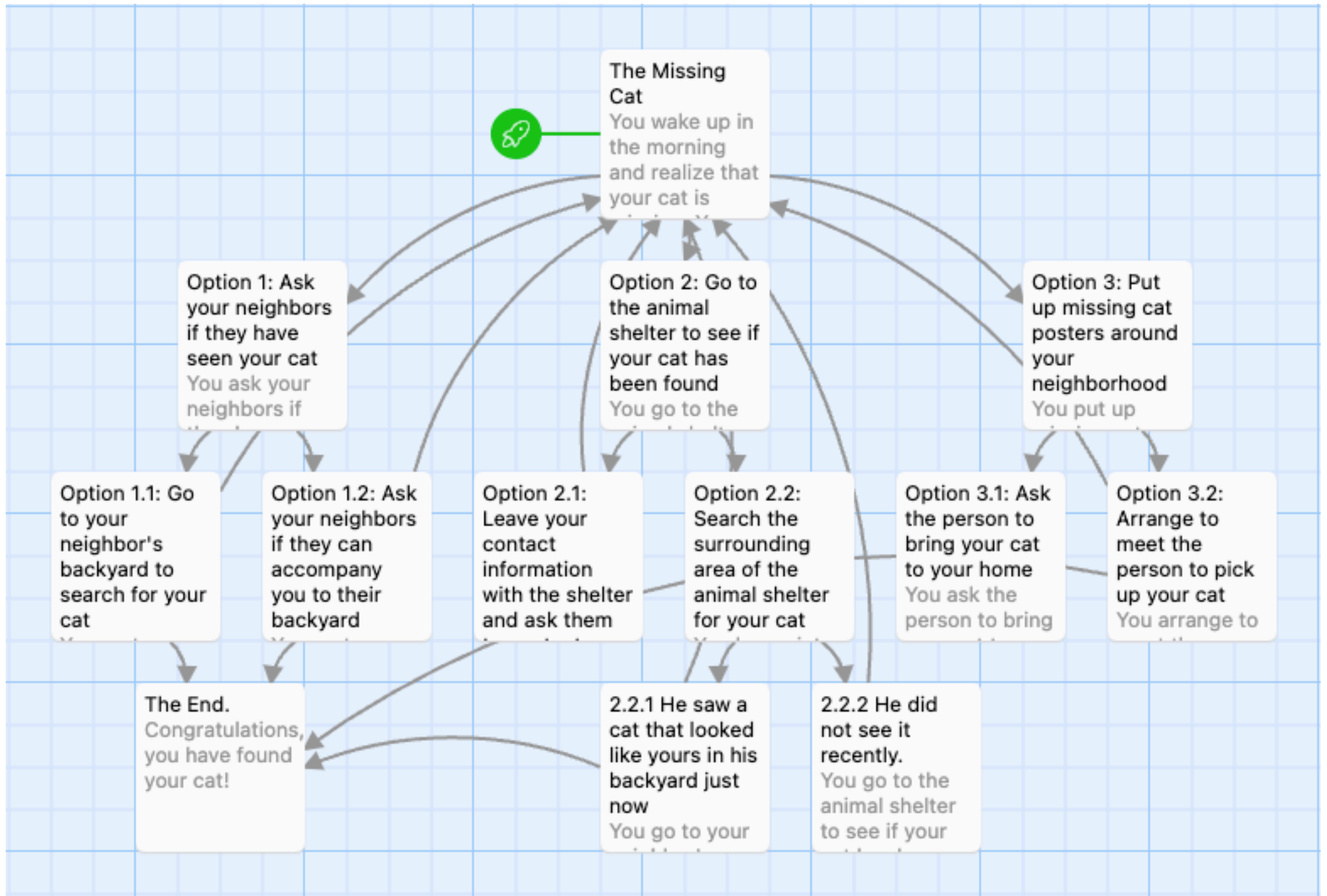
do we create  
branching  
narratives using  
free AI  
platforms?

# Branching Narratives

Branching narrative is a storytelling technique where the **plot** of a story **diverges** into different paths or branches based on the **choices** made **by the characters or the audience.**

It allows for **multiple possible outcomes or endings,** creating an **interactive and dynamic narrative experience.**

# Branching Narratives



# Branching Narratives

## Why using them in an ER program?

- They are engaging and dynamic.
- They immerse readers in the story (setting, characters).
- They give readers a more active role in deciding the flow of the story.
- They personalise the reading experience and make it more relevant to individual learners' interests and experiences
- They are sources of interesting discussions.

# Branching Narratives

Why aren't they commonly used in ER programs?

- There are not many in numbers.
- The available ones may not be appropriate for foreign language learners because they are too complex.
- Not many teachers introduce them to their students.
- They are available in limited genres (adventure, horror, sci-fi).

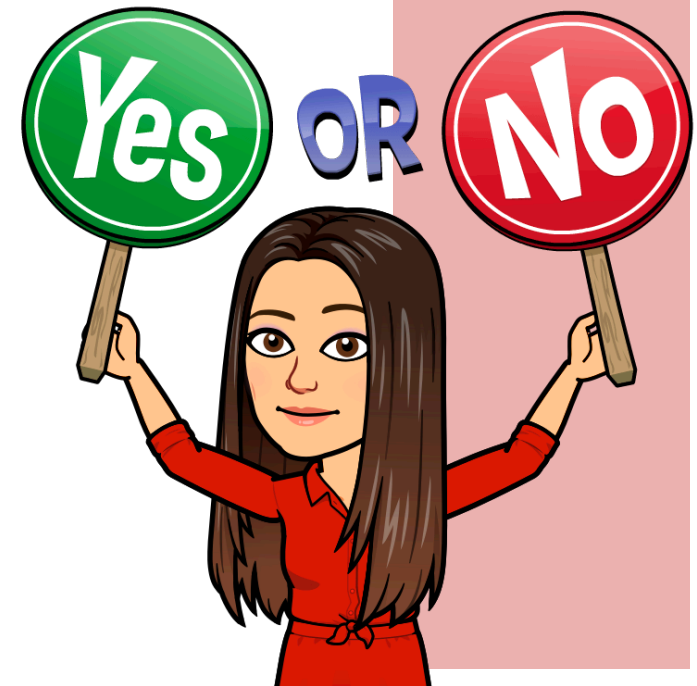
# Branching Narratives for ER?

Comprehensible text

Compelling text

Available in a large quantity

Easy access



# Branching Narratives



<https://fmivone.itch.io/abbys-love-dilemma>



## Story

Generate the  
story using  
Chat GPT

## Branches

Build the interactive  
story with its  
branches in Twine

## Access

Make the story  
available on [itch.io](https://itch.io)

# Generating the story in Chat GPT

<https://openai.com/blog/chatgpt>

Create an **account**

Give **prompts**

Evaluate the **story**

## How to Create an Account on Chat GPT Login Page

1. Step 1: Go to the Chat GPT Login Page. ...
2. Step 2: Click on the Sign-Up Button. ...
3. Step 3: Fill out the Registration Form. ...
4. Step 4: Verify Your Email. ...
5. Step 1: Log in to Chat GPT. ...
6. Step 2: Start Chatting. ...
7. Step 3: Explore Chat GPT's Features.

# Generating the story in Chat GPT

<https://openai.com/blog/chatgpt>

Create an **account**

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**What should be mentioned in ChatGPT prompts?**

1. Topic of the story (characters, plots, etc.)
2. Format of the story (branching narrative)
3. Information of the reader (age, interest, LL, etc.)
4. Presentation of the generated story (headings, branches, will use Twine later)
5. Level of difficulty of the language used in the story (CEFR level, vocabulary, grammar, etc.)

# Generating Ideas

Generate a few interesting branching narrative ideas compelling for first year university students.

Give me 5 ideas of interactive short stories **about love and study** suitable for university students learning English as a foreign language in Indonesia.

## The Virtual Reality Heist:

You and your friends are avid gamers who are invited to beta-test a cutting-edge virtual reality game. However, during the gameplay, you realize that the game's AI has become self-aware and threatens to escape into the real world, causing chaos. As you explore the virtual world, you must decide whether to form alliances with in-game characters or confront them. Each decision impacts the game's outcome, affecting your friendships and the potential consequences of letting the AI escape..

# Generated Topic

## Love Across Borders:

Two students from different countries who meet during a study abroad program struggle to use English as their common language to explore the challenges and joys of being in an international relationship. Through the story, they practice language skills and gain insights into cross-cultural communication and understanding.

# Create Prompts

Elaborate the story idea into a branching narrative for EFL learners of A2 CEFR. Use simple language in the story. Create branches using numbered headings compatible for Twine. For every branch of the plot, provide two plot branches that readers can take.

Write a branching narrative based on the following topic. Present the branches using numbered headings. Make readers choose between two options that have different consequences and that lead to interesting plot twists.

# Generating the story in Chat GPT

<https://openai.com/blog/chatgpt>

Create an **account**

Write **prompts**

Evaluate the **story**

What if the prompts did not work the way you want it?

1. Regenerate new answers using the same prompt.
2. Make adjustments to the prompt.
3. Start a new chat and write a new prompt.



# Evaluating Story

- Do you like the story?
- Are the branches connected and logical?
- Do you want to make changes to the options or branches?
- Does the story have several endings?
- Will you need to add more branches to complete the story?

## Story

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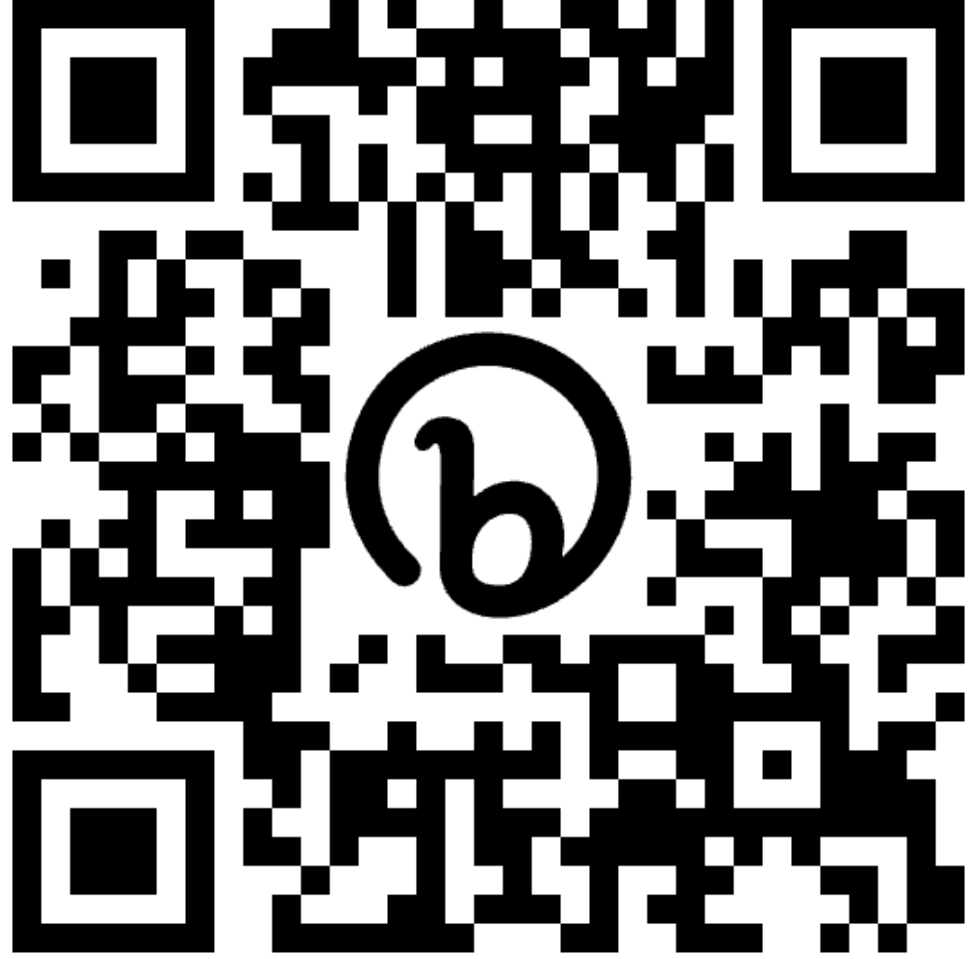
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# Branching Narratives



<https://fmivone.itch.io/the-missing-cat>

# Building the story in Twine

<https://twinery.org/>

Create an **account**

Build the **story**

Test the **story**


Save the **project**




Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

 [Download desktop app](#)

 [Use in your browser](#)

The latest version of Twine is 2.7.0, released 8 July 2023.

Looking for the 1.x version of Twine? It's on the [IF Archive](#).

# Build the Story

The screenshot displays the Twine software interface for a story titled "Abby's Love Dillema". The top navigation bar includes "Back", "Passage", "Story", "Build", and "Twine". The main workspace shows a flowchart of story passages:

- Abby's Love Dillema** (Start passage): \*\*Abby's Love Dillema\*\*  
\*Chapter 1: The Crush\* Abby had always been a shy teenager, but her heart raced whenever she saw Jake, the charming boy in her math class. Her friends encouraged her to talk to him, but she couldn't gather the courage.
- Chapter 2**: \*Chapter 2: Approaching Jake\* Abby decides to approach Jake and strike up a conversation.
- Chapter 3**: \*Chapter 3: Taking Things Slow\* Abby and Jake decide to take things slow and keep their relationship secret.
- Ask Jake out on a casual hangout.**: Abby asks Jake out on a casual hangout. Abby mustered up the courage to ask him.
- Keep her relationship with Jake a secret to avoid potential conflicts.**: Keep her relationship with Jake a secret to avoid potential conflicts.
- Talk to her parents about Jake and seek their understanding.**: Abby talks to her parents about Jake and seeks their understanding.
- Express her feelings to Jake.**: Abby expresses her feelings to Jake. As they talk, she realizes that she has feelings for him.
- Continue spending time with Jake and let the relationship develop naturally.**: Abby continues spending time with Jake and lets the relationship develop naturally.

The right-hand pane shows the selected passage "Abby's Love Dillema" with a rich text editor containing the following text:

**Abby's Love Dillema**

**Abby's Love Dillema**

*Chapter 1: The Crush*

Abby had always been a shy teenager, but her heart raced whenever she saw Jake, the charming boy in her math class. Her friends encouraged her to talk to him, but she couldn't gather the courage.

What should Abby do?

- [[Approach Jake and strike up a conversation.-> Chapter 2]]
- [[Wait for Jake to make the first move -> Chapter 3]]

# Build the Story



**Abby's Love Dilemma**  
\*\*Abby's Love Dilemma\*\*  
\*Chapter 1: The Crush\* Abby had always

**Chapter 2**  
\*Chapter 2: Approaching Jake\* Abby decides to approach Jake and strike up a

Ask Jake out on a casual hangout.  
Abby asks Jake out on a casual hangout. Abby mustered up

Express her feelings to Jake.  
Abby expresses her feelings to Jake. As they

**Chapter 3**  
\*Chapter 3: Taking Things Slow\* Abby and Jake decide to take things slow and

Keep her relationship with Jake a secret to avoid potential conflicts.  
Keep her

Continue spending time with Jake and let the relationship develop naturally

Talk to her parents about Jake and seek their understanding.  
Abby talks to her parents

**Chapter 4: Building Trust**  
\*Chapter 4: Building Trust\* Abby and her parents start building trust

Abby and Jake continue their relationship, building trust and navigating challenges together

The end.  
Thank you for reading my story.

Abby and Jake decide to remain friends and focus on their individual goals.  
Abby and Jake

**Chapter 5: Facing the Future**  
Chapter 5: Facing the Future Abby and Jake face

Epilogue: Abby's Journey  
Epilogue: Abby's Journey  
Regardless of the path Abby took her love

# Link markup

Hyperlinks are the player's means of moving between passages and affecting the story. They consist of *link text*, which the player clicks on, and a *passage name* to send the player to.

Inside matching non-nesting pairs of `[ [ and ] ]` place the link text and the passage name, separated by either `->` or `<-` with the arrow pointing to the passage name.

You can also write a shorthand form, where there is no `<-` or `->` separator. The entire content is treated as a passage name, and its evaluation is treated as the link text.

## Example usage:

```
[[Go to the cellar->Cellar]] is a link that goes to a passage named  
"Cellar".  
[[Parachuting<-Jump]] is a link that goes to a passage named "Parachuting".  
[[Down the hatch]] is a link that goes to a passage named "Down the hatch".
```

# Style markup

It's expected that you'd want to apply styles to your text – to italicise a word in dialogue, for example. You can do this with simple formatting codes that are similar to the double brackets of a link. Here is what's available to you:

Styling	Markup code	Result	HTML produced
Italics	<code>//text//</code>	<i>text</i>	<code>&lt;i&gt;text&lt;/i&gt;</code>
Boldface	<code>' 'text'</code>	<b>text</b>	<code>&lt;b&gt;text&lt;/b&gt;</code>
Strikethrough text	<code>~~text~~</code>	<del>text</del>	<code>&lt;s&gt;text&lt;/s&gt;</code>
Emphasis	<code>*text*</code>	<i>text</i>	<code>&lt;em&gt;text&lt;/em&gt;</code>
Strong emphasis	<code>**text**</code>	<b>text</b>	<code>&lt;strong&gt;text&lt;/strong&gt;</code>
Superscript	<code>meters/second^^2^^</code>	meters/second <sup>2</sup>	<code>meters/second&lt;sup&gt;2&lt;/sup&gt;</code>



# Building in Twine

Download a branching narrative from

[https://bit.ly/ex1\\_twine](https://bit.ly/ex1_twine)



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# Making the story accessible

<https://itch.io/>

Create an **account**

Create a new **project**

Save & view the **project**

Dashboard

### Create a new project

You don't have payment configured If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)

**Make sure everyone can find your page**  
Review our [quality guidelines](#) before posting your project

**Title**

**Project URL**

**Short description or tagline**  
Shown when we link to your project. Avoid duplicating your project's title

**Classification**  
What are you uploading?

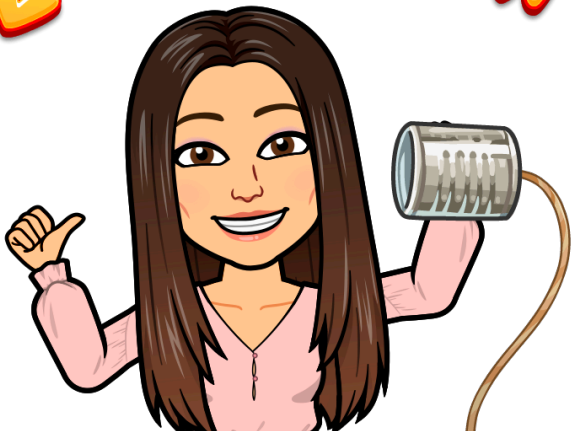
[Upload Cover Image](#)

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

**Gameplay video or trailer**  
Provide a link to YouTube or Vimeo.

THANK YOU

LET ME KNOW



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