

Worksheet 38: Interactive Fiction



Student name: _____

Teacher: _____ **Class:** _____

In a small group, develop story ideas for an *interactive fiction* based on a character or characters from the **Lockie Leonard** TV series. You may wish to invent a new plot for an episode or explore ideas for a second series.

Interactive Fiction

Interactive Fiction describes a text-based computer game. Its players work with the other players to develop an interesting story and in doing so describe their environment, for example, weather conditions, landscape, nearby events and situation details.

A story is typically started by one player and is built upon by other players. Each player takes a turn adding parts to the story. Although many adventures may take place within the story, play continues on until the players quit or it is agreed that a new story should begin.

Everyone simply posts their responses to what has gone before. The group can appoint a moderator who has an overall plot in mind. Some moderators share relevant plot developments with appropriate writers beforehand in order to focus on the story; in such cases, the story is very much a cooperative effort with one 'head' writer. Others prefer a more roleplay approach, requesting the other writers to solve problems and win battles in order to move the story along.

If you were the moderator how would you start the interactive story?

Draft your ideas here:

<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
