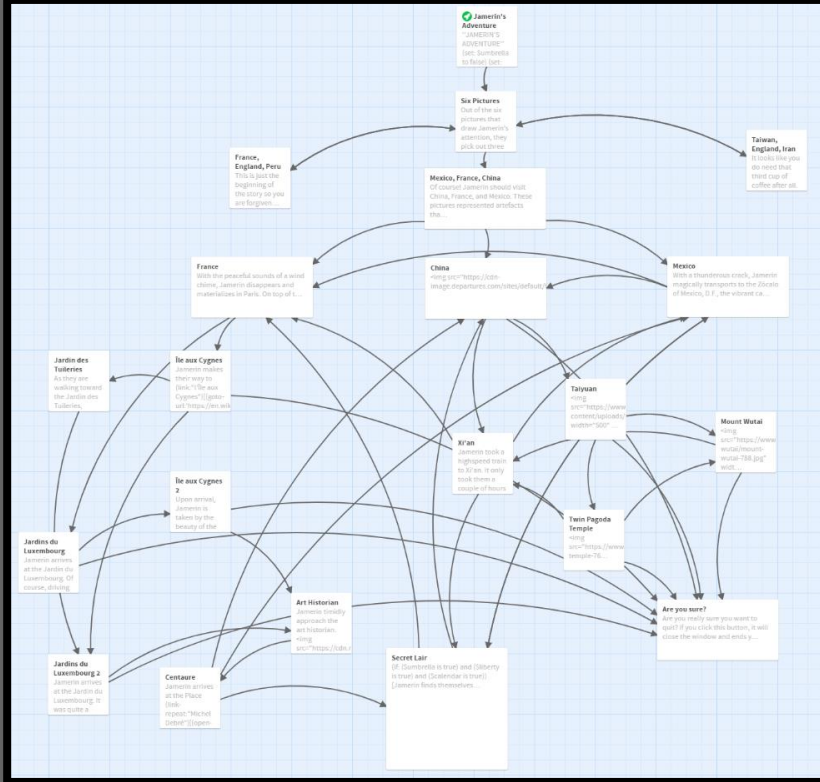March 22nd, 5:30-7:00 pm

Twine:

A workshop on how to put the "interactive" in Interactive Fiction and text-based games

Sponsored by Duke Game Lab, Duke Language Central, and AMES

Join us to explore:

- **what Twine is**
- **how it connects to Interactive Fiction**
- **how it can be used for education**
- **how *easy* it is for *anyone* to use**
- **the *depth* of programming it also allows**

In this hands-on workshop you'll discover how easy Twine is to use learn the basics of coding with Twine, and you'll create your own Twine adventure.

Dr. Randall Sadler:
rsadler@illinois.edu

Jamerin arrived in **Taiyuan**, the capital or provisional capital of many dynasties in China. On the train to Taiyuan, they heard from the radio that there are many **attractions and sightseeing sites** to visit. Where should Jamerin go? The landmark of Taiyuan, **Twin Pagoda Temple**, or **Mount Wutai**, one of the four famous Buddhist Mountains in China?

Go to Twin Pagoda Temple
Go to Mount Wutai
Give up