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It's Like a Video Game: How to Use Twine to Create Scenario Based Learning Online

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Best Teaching Practices Expo 2021

Teaching Practice & the Need it Addresses

With an increased need to teach online, it is challenging to increase student engagement and to provide unique learning opportunities. In order to allow my students to have an active learning activity and to increase their engagement, I used a program called Twine which allows the user to create a choose-your-adventure style activity that allows students to see the consequences of their choices.



Evidence it Benefits Students

I used this tool to teach Game Theory, an economic theory that explains that decisions are not made in a bubble but in fact are responses to decisions made by competitors. I have taught this concept in person as well. The students who used this tool online had significantly higher grades on the homework that incorporated this concept (25% higher grades) and performed better on the exam questions related to this concept.

It's like a video game: How to use Twine to create scenario based learning online

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How Others Can Adopt This Practice

This style of activity can be used for any subject that teaches decision making or other types of non-linear concepts. Students could also use the twine software themselves to create their own scenarios, depending on the learning objectives. This type of activity has been found to be effective in teaching physics concepts to elementary school teachers (Panjaitan, 2016) as well as teaching cyber security courses (Chothia, et al., 2017).

Resources and Where to Find Them

- This is a free, open source software. The links are below.
- Twine website: <https://twinery.org/>
- Twine Wiki <https://twinery.org/wiki/>

References

- Chothia, T., Holdcroft, S., Radu, A. I., & Thomas, R. J. (2017). Jail, hero or drug lord? turning a cyber security course into an 11 week choose your own adventure story. In 2017 {USENIX} Workshop on Advances in Security Education ({ASE} 17).
- Panjaitan, R. L. (2016). Implementing a “choose your own adventure” method in teaching basic concepts of sound to primary-school teacher candidate students. In J. Phys. Conf (Vol. 739, pp. 1-4)..