

# Digital Storytelling *With Interactive Fiction*

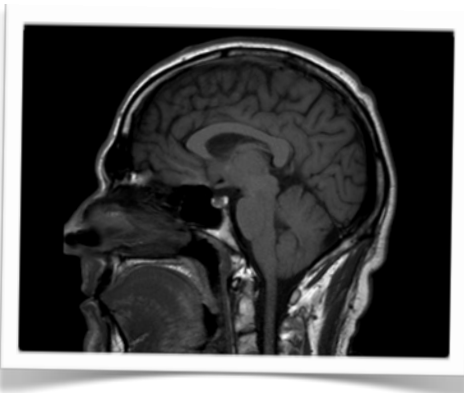
## Gerald W. Aungst

Supervisor of Gifted and Elementary Mathematics  
*School District of Cheltenham Township (PA)*

- Twitter: [@geraldaungst](https://twitter.com/geraldaungst)
- [geraldaungst@gmail.com](mailto:geraldaungst@gmail.com)

## Preface

- Twitter hashtags: [#dswif](https://twitter.com/hashtag/dswif) [#NAGC](https://twitter.com/hashtag/NAGC)
- [www.geraldaungst.com/presentations/dswif](http://www.geraldaungst.com/presentations/dswif)
- [bit.ly/teach-if](http://bit.ly/teach-if)



## Sequence and Consequence

### Why digital storytelling?

- Thinking physically changes the brain.  
Pascual-Leone, A. et al. (1995). Modulation of human cortical motor outputs during the acquisition of new fine motor skills. *Journal of Neurophysiology*, 74, 1037–1045.
- For more: [bit.ly/sequence-consequence](http://bit.ly/sequence-consequence)

## Fiction: Impossible

### What is Interactive Fiction?

- Introduction to Interactive Fiction by Emily Short: [inform-fiction.org/I7Downloads/Examples/dm/IntroductionToIF.pdf](http://inform-fiction.org/I7Downloads/Examples/dm/IntroductionToIF.pdf)
- Interactive Fiction on Wikipedia: [en.wikipedia.org/wiki/Interactive\\_fiction](http://en.wikipedia.org/wiki/Interactive_fiction)
- “I still believe that sitting down and reading a book is the best way to really learn something.” (Eric Schmidt)
- [www.geraldaungst.com/blog/2012/11/if-and-the-common-core](http://www.geraldaungst.com/blog/2012/11/if-and-the-common-core)



## Learning as Cuisine

- [www.geraldaungst.com/blog/2012/11/learning-as-cuisine](http://www.geraldaungst.com/blog/2012/11/learning-as-cuisine)
- Transfer as the point of education:  
[grantwiggins.wordpress.com/2012/01/11/transfer-as-the-point-of-education/](http://grantwiggins.wordpress.com/2012/01/11/transfer-as-the-point-of-education/)



## Reader, Author, World-Builder

- Get Lamp, the IF documentary: [www.youtube.com/watch?v=LRhbcDzbGSU](http://www.youtube.com/watch?v=LRhbcDzbGSU)
- A short history of IF: [www.inform-fiction.org/manual/html/s46.html](http://www.inform-fiction.org/manual/html/s46.html)
- A much longer history of IF: [maher.filfre.net/if-book/](http://maher.filfre.net/if-book/)



- “No matter how small an Adventure you write, it will take far, far more time and effort than you thought it would.” (Peter Kilworth)
- IF Interpreter programs: [inform7.com/if/interpreters](http://inform7.com/if/interpreters)
- IF story files: [wurb.com/if](http://wurb.com/if) and [ifdb.tads.org](http://ifdb.tads.org)
- IF development systems: [inform7.com](http://inform7.com) and [tads.org](http://tads.org)
- Teaching with IF: [bdesilets.com/if/?page\\_id=27](http://bdesilets.com/if/?page_id=27)
- “Mistakes lead to good places so if you make a mistake take it as a step up the learning ladder.” (Jessica, 9, Grade 4)

## Regift

- Share your IF experiments and experiences at [www.geraldaungst.com](http://www.geraldaungst.com)
- Coming soon from ISTE Books: *Literacy Practices for 21st Century Students* by Mark Gura

