

EXPERIENCES AND RECOMMENDATIONS WITH DRAFTING A STORY LINE

During the IDEC PBL project, the partners worked on 5 story lines. The Foundation for Africa provided some hints what to pay attention to when one prepares a story line.

THE TIPS ARE THE FOLLOWINGS:

- One story line took about 15 working hours to be created.
- Follow the coding system: O1 – C1; O1.1 – C1.1; O1.1.1 – C1.1.1, etc (O: option; C: consequence).
- When the coded storyline is ready, draw a tree to control yourself, if you have not missed any option or conclusion.
- There can be solutions which leads to the end of the game earlier (e.g. bankruptcy).
- When a player dies, they has to go back to one level up and can continue to play but with -20 scores at all indicators.
- Try to be logical and consequent with the scoring system.
- Give scores at the 1st round, then copy them to the 2nd round, then copy to the 3rd round.
- Try to make the paths overlap but be careful not to make them the exact same. This will help you and save time for you while planning the game. (Flexible answers – one answer can be used to 2 questions in some situations).
- Be careful while adding a list of external effects to the game (e.g. natural disasters). Different elements will have different consequences which will make your gameplay very complicated.
- Good questions. Questions have to be straightforward, informative, detailed so the player is not completely lost while choosing an answer, even if they have no background information on the specific topic.
- Make a tree drawing so you can follow the game while planning. Unless you have any other software in mind (e.g. miro, mural), a classic drawing is the best way to keep the paths clear and plannable. This way you will not get lost.



IDEC PBL

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Studying international development cooperation with project-based learning
2022-2-HU01-KA220-HED-000087488

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