DemGames/Twine Product Implementation Guide

1. Description/Overview of tool

   NDI's DemGames project uses Twine, an open-source platform for creating narrative-based games where users navigate a story by choosing between different options in a series of connected scenarios.

2. What need does it fill (What types of projects it is useful for/what it's best used for versus similar tools)

   Twine is designed to be an easy and approachable way to build games, allowing those who are not programmers to be able to do so. Its framework is designed for scenario style games where the user is given a situation and then chooses between several options to determine how the story progresses. Twine does not allow for users to sign in, so it's not intended for keeping track of user participation, or verifying whether a certain person completed the game.

3. Language for proposals/General pitch of the tool

   Games are increasingly being recognized as an engaging and entertaining way to impart knowledge. Games can function in place of or in conjunction with traditional ways of imparting information like workshops or trainings, presenting the information for participants in a manner that is more memorable. Players can understand the importance of the information provided by seeing the consequences of making certain choices. These games have the added benefit of being available online for anyone to play, and at any time, greatly increasing the opportunity to impart the important information.

4. Budget for implementing

   Twine is free to use, and hosting a Twine game should cost very little. Small expenses may include buying a domain name to host your game at.

5. Technical capacity required

   Hosting a Twine game requires only some basic knowledge of how to host a basic website. Building a Twine game does not necessarily require any technical or programming knowledge, although learning how to build a game involves some level of learning and comfort with using a complex application. In addition, to customize a game's design, it is useful to have some basic HTML/CSS website skills.

6. Level of effort to implement

   While the Twine interface is meant to simplify the game making process so that one does not need to be a programmer, it does take some time to learn. In addition, building a game can involve more work and planning than is sometimes expected, and some time should be spent planning out the game before one begins building it.

7. Contextual Considerations

   a. Cybersecurity

      Because Twine does not store any user data long-term or use a login, there is very little cybersecurity risk to the application

   b. Languages

      The person creating a game can create it in whatever language they would like.

8. Any additional information/materials (links to user guides/technical guides, demo, etc)

   - Tips for using Twine to create a game can be found here
   - Technical documentation can be found here