



Twine: share your interactive story with the world – the easy way

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Twine is an open-source tool for telling interactive, non-linear stories. It's being developed by number of authors since 2009 and it is a simple way to create Choose Your Own Adventure (CYOA) type stories which can be quickly shared. The program is easy to use, and stories can be enriched with images and sound as well. In the workshop, we'll learn the basics of using this tool and also create short, educational stories which can be expanded in number of ways.



I'm Psychologist, Psychodrama Psychotherapist, Writer and Trainer but most importantly, I design games and love to play them. For more than three decades I've been playing all kinds of games – RPGs, computer games, board games, card games, miniature games... Recently I embarked on game design journey and it resulted in board game "TriP", made for education about Social Entrepreneurship. Today, I'm working on developing several games, both digital and tabletop.