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On Playing with FIRE: A Choose-Your-Own Adventure Conference Presentation

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ON PLAYING WITH FIRE...
A CHOOSE-YOUR-OWN ADVENTURE CONFERENCE
PRESENTATION

Press START
Enter coins to continue.
Level 1: How do you build a game?
Level 2: On FIRE: how did it work?
Level 3: What were the results/takeaways?
LEVEL 1: The Spark

It’s 2015. The UNH Paul College of Business and Economics is on FIRE!
TEAMS FORMED...

Your colleague Kathrine, Instruction Librarian at UNH, wants to support the FIRE’s program’s research component and she wants YOU to help her.

WHAT SHOULD YOU DO? ...

Partner with student game designer

Eat a snack
Tasty! But greasy... minus 3 points and you still have work to do.
Good choice! +3 points!

What will your student use to build the game?

Partner with game company,
Make a pen and paper game
Program it on your own
56 hours of grading.

“Never again,”
you tell your colleagues.

“Never. Again.”
Welcome to the world of software production! Wait...you have a job as a university librarian too?

Better luck next year!

GAME OVER

replay
A game company it is! +10 points

Explore Edventure Builder

Explore Other Platforms

Platforms vs. coding?
Code looks something like this.
Platforms look something like this.
Platforms!!

- Twine
- Typeform
- Squarespace
- ARIS
- OnCell
- TaleBlazer
- Kahoot!
- Qzzr

BACK
+10 points
Text LOEX to (617) 819-8434
or go to www.edventure.us/LOEX

LEVEL 2!!
Explore the Edventure Builder
Takeaway #1: Timing Matters
The desk is in all ways unremarkable. If this is the club's room, you'd think they'd spring for something a little more impressive. Maybe the club is smaller than you thought.

Regardless, the computer sits waiting for you and you doubt anyone would mind if you rifled through the folder of papers on the desk.

- Sit down and log into the computer
- Open the folder
- Return to the center of the room
- Is there anything else to find?
It's 9:30 p.m. on a Monday night, and you find yourself running in the Whit to the MUB. You're fresh from broomball and only have a change of clothes with you—you even left your phone in the dorm. You are eager to attend the first meeting of the UNH Young Economists' Club, and you've written the room number on your hand: 131.

As you pass through the MUB, you notice how quiet it is; apparently not many people are around on Monday nights. You dash downstairs and into 131. There you are pulled up short; you are the only one in the room. You wonder whether you misheard.

Unsure, you enter the room; the quiet is maintained. You assume there was a mix-up. You sit down and try to contour the rest of the meeting; however, you are interrupted by a computer prompt for your UNH username. You are still not sure where you are. But then it stops; the quiet is regained, and you return your focus to theUNH Young Economists' Club.
LEVEL 3!!
What happened?

✦ Make your predictions
✦ See the results
✦ Talk about takeaways
✦ Questions!

So now you have the details, what would you like to do?

www.edventure.us/LOEX
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

50-100  100-200  200-700  700+  

ANSWER
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10  10-50  50-100  100+

ANSWER
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

**100-200**

Out of 120 players, how many played all the way through?

**5-10**
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10

Out of 120 players, how many gave the correct final answer?

1-5  5-10  10-20  20+
UNH Has 700 Freshmen playing FIRE. How many do you think played our game?

100-200

Out of 120 players, how many played all the way through?

5-10

Out of 120 players, how many gave the correct final answer?

10-20
RESULTS

THE RESULTS:
- 120 players
- 93 signed in
- 20 final answers
- 8 played to the end

THE BREAKDOWN:
- 77% tried + gave up
- 22% finished
- 11% cheated
- 9% played (mostly) fair
QUESTIONS???