E-LIT WORKSHOP:
MAKING ELECTRONIC LITERATURE
(AND SIMPLE VIDEOGAMES.)
IN TWINE

Little Known Fact
Making electronic literature and basic videogames is incredibly easy — well, it is with Twine.

What is Twine?
Twine is a simple-to-use web-based platform for writing electronic literature and videogames.

What you'll learn
1) How to make choice-based fiction
2) How to spruce up your Twine game with coding tricks

How easy is Twine?
So easy that someone with no coding experience will be able to make a game in an hour.

What to bring
There will be computers to use in the lab, but bring your laptop if you can.

Who should come?
Fiction writers looking to explore new forms and all videogame/E-lit enthusiasts.

Who's teaching it?
This session is led by Dr. Adam Hammond from the Department of English and Comparative Lit.

Who's presenting it?
It is presented by the SDSU Digital Humanities Initiative and the SDSU Digital Humanities Club.

PS
This poster was designed in Twine.

THURSDAY MARCH 3RD @ 2:30PM
LARC LAB (STORM HALL 204)