

# Technologies of Humanism: Text, Hypertext, Hyperrealities

21L.708, CMS.910

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## Assignment 9:

Please develop your own interactive/multisequential story project by using either web technologies or a story creation tool such as *StorySpace*. Your story should be 30+ lexia in length. Please present a draft of your story project in CLASS #18, the final version is due two days before CLASS #19.

## Tips and Grading Criteria for Multisequential Stories

The story should be 30+ lexia. It can be an original story or an electronic presentation of an existing story.

**The story may be modeled on one of the following forms (or come up with your own):**

1. A journey or series of intersecting journeys
2. A visit to a simulated place
3. A dictionary or encyclopedia
4. A set of intersecting monologues or diaries
5. A dinner party in which you can move from the point of view of one guest to another's

**It should satisfy the following conditions:**

1. The writing must be concise and immediately involving
2. The writing must be carefully **proofread**.
3. The story or fictional world must be **complete in itself** (although it can also be part of a larger whole).
4. There must be at least **3 distinct paths** through the narrative web.
5. It is recommended that the story use **1 or more** of the following devices:
  - spatial schema (map, floor plan, labyrinth) or implied navigable space
  - single or multiple chronological schema (clock, calendar)
  - multiple points of view on a single event
  - simulated documents
  - a threshold object
6. Your design should indicate the interactor's location and the extent of the narrative in all appropriate places. (You may choose to be deceptive, but you must come up with an explicit design.)
7. If you do not show the full extent of the narrative within the story, include an index page so that I can tell that I have seen every lexia.
8. Every link should arouse the interactor's narrative curiosity and offer the occasion for the active creation of belief.