BUILDING A BRANCHING SCENARIO OR ADVENTURE GAME IN THE AUTHORING TOOL OF YOUR CHOICE!

By Joe Ganci
joe@elearningjoe.com
LET'S EXPLORE THE USA!

- Get in your car and start driving!
- What's the most efficient way?
- What will cost the least?
- A straight line, of course!

- Let's send each of our learners to drive the same line.
- Oops, in some cases we had to detour a little (stupid lakes!).
- We'll give them each a GPS tracker so we can know that they have all made the journey.
- We'll even ask them a couple of questions about the trip to ensure they learned something.
- Just don't ask them about Alaska, Hawaii, or any state they didn't actually drive through.
- In fact, don't ask them about those states they drove through either because they weren't supposed to stop too often.
- We want to be efficient!
WHAT DOESN’T WORK

• You will learn how to fill out a TPS Report.
• The learner will demonstrate how to drive in a straight line across the USA.
• The objective of this training is to ensure all personnel can use our new KillMeNow office software.
• At the end of this training, you will be trained.
• The goal of this is to help you remember to genuflect each time you enter the boss’s office.
WE TEACH LEARNERS **HOW**

- But we often don’t teach them **WHY**.
- Understanding the reasons why we are learning can help motivate us, inspire us, make us want to learn.
- WHY leads naturally to
  - STORIES
  - SITUATIONS
  - SCENARIOS
- Stories, situations, scenarios: characters, miniplots, some twists and turns, and usually satisfying endings.
WE LOVE STORIES!

• We **really** love stories where we can identify with the main character.

• We **become** that character.
  • We fly through the air and save Lois Lane and Jimmy Olsen.
  • We blow up the Death Star.
  • We win the Olympic gold against all odds.
THE BEST YET... INVOLVE THE LEARNER!

- The learner will demonstrate how to ride a bike.

- What works better?
  - We will run next to you the whole time, holding onto the bike and never letting go.
  - We will hold the bike for you at the start and gradually let go until you learn to balance and ride correctly.

- You will fall.
- You will get hurt a little.
- You may even cry.
- But you’ll know how to ride a bike!
CASE SCENARIOS...LET THE LEARNER CHOOSE

• We can guide them but let them make choices.
• We learn from our mistakes, rarely from our successes.
• We learn to backtrack and not do that again.
• Through stories, scenarios, we prep ourselves for real life problems we need to solve.
STEP 1: LAY IT ALL OUT

- Use a mind-mapping tool. Many are free online.
- What are all the possible paths that the learner should be able to take logically?
- Where do they lead?
- Should we assign points for those decisions to go down different paths?
STEP 2: NUMBER EACH NODE

- You will now have a set of nodes and branches.
- Nodes are decision points.
- Number each node (1, 2, 3...)
- Each node becomes a natural place in your tool for a slide, a page, or the equivalent.
STEP 3: SET UP EACH NODE IN YOUR TOOL

• Use the node numbers to create each location in your tool (slide, page, etc.)

• Add the choices to each location as to where the learner can branch next.
STEP 4: SET UP THE BRANCHES IN YOUR TOOL

• Ensure each branch option in each node has the proper destination.

• Other questions?
  • Set points?
  • Remember the order in which the learner traversed the nodes?
  • Calculate the time taken?
  • Do you need to know anything else regarding learner’s progress?
QUESTIONS?

By Joe Ganci
joe@eleamingjoe.com