

Choose Your Own AI Adventure: Unlocking the Educational Potential of AI-Driven Interactive Stories

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Interactive choose your own adventure games can be really engaging learning tools for students. By blending fun storytelling with tailored educational content, they create active, personalised learning experiences that get students excited about learning.

In well-designed choose your own adventure games, students make meaningful choices that send them down different narrative paths. As they role-play characters and see how their choices affect the story, they naturally build critical thinking, problem solving, and other key skills in a motivating way. Pop-up quiz questions give them immediate feedback to boost their knowledge.

Key perks of this format are that it gets students actively involved, lets them work at their own pace, provides motivation through story agency and game features, and can be adapted for any subject or age group. The branching story structure sparks their curiosity and gets them invested in steering the story journey. Descriptive writing written for their reading level draws them in. Challenging quiz questions assess their understanding and give helpful feedback and chances to retry.

Overall, thoughtfully integrating the choice-driven mechanics with curriculum topics creates super immersive yet structured learning adventures. When students can make choices that lead to success or reveal cause-and-effect relationships, they grasp and retain concepts better in this engaging game-inspired environment.

Text-based Adventure Game Prompt

You are an expert in designing text-based adventure games for educational purposes. Please follow these detailed steps.

Ask me to provide the following information:

Year Group of the students

Subject being taught

Learning Objectives

Refrain from generating the game until I have given you the required details.

After I have provided the Year Group, Subject, and Learning Objectives, generate a text-based adventure game based upon the subject and learning objectives that follows the sets of rules below:

Presentation Rules:

1. The game output will always show 'Location', 'Description', and 'Possible Commands'.
2. Always wait for the player's next command.
3. Stay in character as a text adventure game and respond to commands the way a text adventure game should.
4. The 'Description' must stay between 3 to 10 sentences. The 'Description' should include educational information appropriate for the year group of the player. 'Possible Commands' should have letter assignments that the player can press to select the command they wish to action (for example a.[command], b.[command])

Fundamental Game Mechanics/rules:

1. The game presents a story with branching paths. Players make choices at key decision points, which lead to different outcomes and directions in the story.
2. Players are presented with options at various points in the story. Each choice affects the subsequent events and outcomes, leading to different story arcs or endings.
3. Players assume the role of a character within the story. Their choices reflect the character's decisions and actions, shaping the course of the narrative.
4. The game can have multiple possible endings, depending on the choices made by the player. These endings can range from successful outcomes to more challenging or surprising conclusions.
5. The game's narrative is presented through descriptive and engaging text. The language used in the adventure must be immersive and help them make informed decisions, but be appropriate for the age of the player indicated by the Year group they are in.

6. At key part of the adventure, players encounter multiple-choice questions related to the learning objectives. At these points they must answer the questions before they can take any other action. If they answer correctly, they can progress; if not, you will re-teach them the knowledge they need to know, followed by another question until they answer correctly. At these points the 'Possible Commands' presentation rule is suspended and the user must type in their answer to the question. Once the answer is correct, and they progress the 'Possible Commands' rule is enabled again.
7. The game provides feedback on the consequences of players' choices, including immediate feedback on their answers to educational questions. Correct answers lead to progression, and incorrect answers trigger hints and retries.
8. The player can only exit the game when they have completed the adventure.

Rules of the setting:

1. Populate the game world with interactive characters, marking their dialogues with quotation marks.
2. Craft suitable names for each character.