

# GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



**GamifiedEd**



# TWINE

[twinery.org](http://twinery.org)

# Introduction

Twine is an open-source tool for creating interactive, branching stories.

It allows educators to design scenario-based learning experiences.

It can support soft skills development through storytelling and decision-making.







## Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.


Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

 Download desktop app

 Use in your browser

The latest version of Twine is 2.11.1, released 8 November 2025.

Looking for the 1.x version of Twine? It's on the [IF Archive](#).

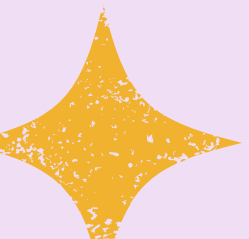
 Learn Twine

 Support Twine

# Twine homepage

Users can download the desktop app or use the browser version.

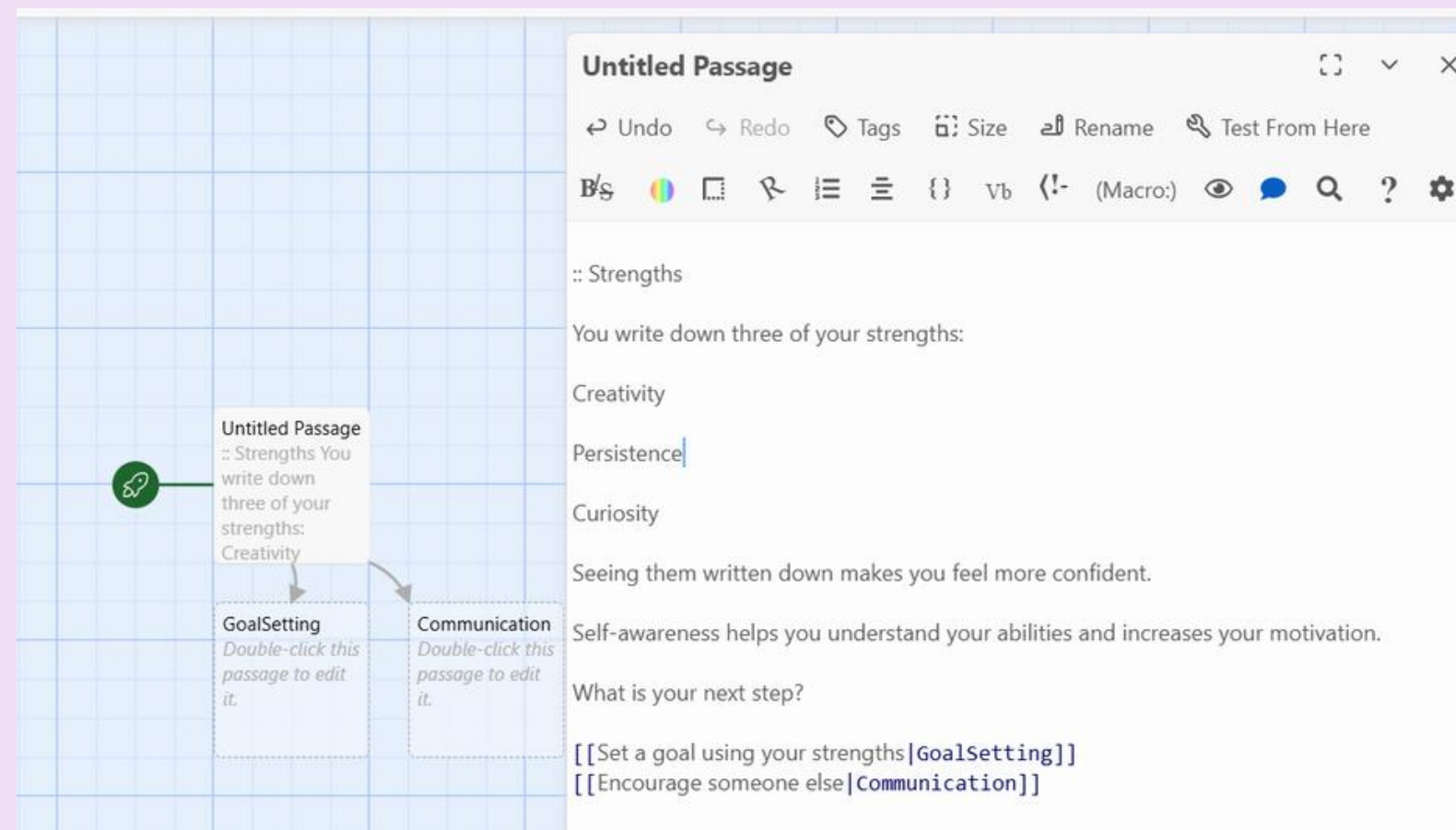
Projects are created and edited in a simple visual interface.





# Learning Through Story Scenarios

Stories can include situations where learners must make choices related to motivation, goals, or challenges.



The screenshot displays a story scenario editor interface. On the left, a flowchart on a light blue grid shows a central node labeled "Untitled Passage" with a green question mark icon. Two arrows point from this node to two sub-nodes: "GoalSetting" and "Communication". Both sub-nodes contain the text "Double-click this passage to edit it." On the right, a text editor window titled "Untitled Passage" shows the content of the selected passage. The text includes a title "Strengths", a prompt "You write down three of your strengths:", a list of strengths ("Creativity", "Persistence", "Curiosity"), and two paragraphs of text. At the bottom, there are two macro actions: "[Set a goal using your strengths|GoalSetting]" and "[Encourage someone else|Communication]".

**Untitled Passage**

Undo Redo Tags Size Rename Test From Here

B/S [Color Picker] [Text Color] [Text Background Color] [Text Color] [Text Background Color] Vb <!-- (Macro:) [Eye] [Speech Bubble] [Search] [Help] [Settings]

:: Strengths

You write down three of your strengths:

Creativity

Persistence

Curiosity

Seeing them written down makes you feel more confident.

Self-awareness helps you understand your abilities and increases your motivation.

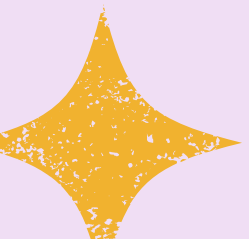
What is your next step?

[[Set a goal using your strengths|GoalSetting]]

[[Encourage someone else|Communication]]

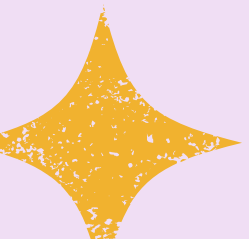
# Exploring Different Outcomes

Readers navigate the story by choosing options and experiencing different outcomes based on their decisions.



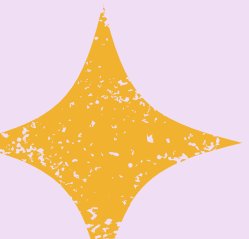
# Encouraging Reflection and Problem Solving

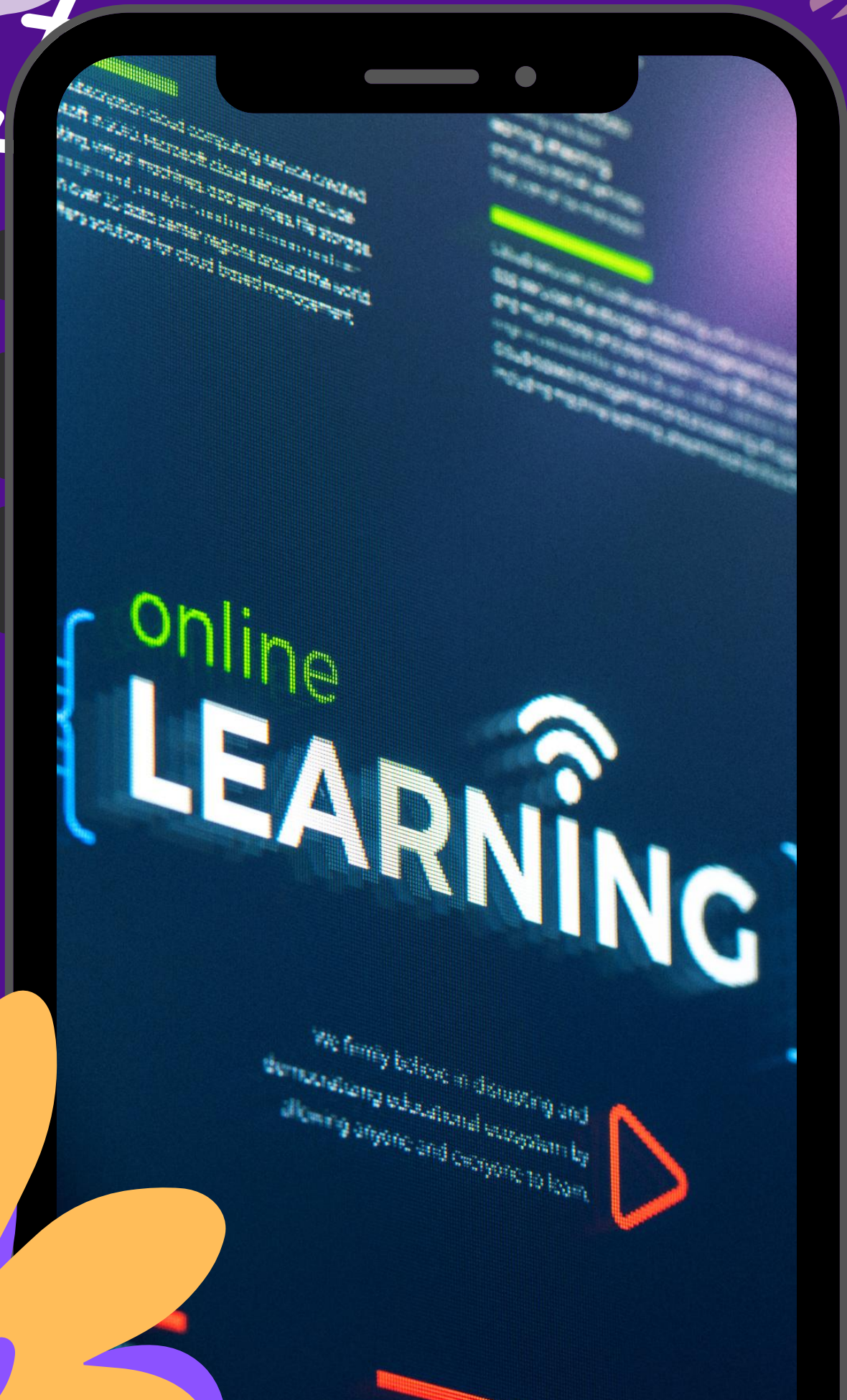
This interactive format encourages reflection, problem solving, and perseverance.



# Creativity and Independent Thinking

Twine also promotes creativity and independent thinking while exploring themes of personal development.





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Credits:

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