

# GamifiedEd: Igrifikacija v izobraževanju odraslih

2025-1-HR01-KA220-ADU-000351906



**GamifiedEd**



# TWINE

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

# Uvod

Twine je odprtokodno orodje za ustvarjanje interaktivnih, razvejnih zgodb.

Omogoča učiteljem oblikovanje učenja, ki temelji na scenarijih.

S pripovedovanjem zgodb in sprejemanjem odločitev podpira tudi razvoj mehkih veščin.







## 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.

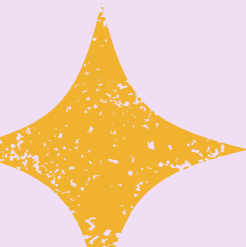
Looking for the 1.x version of Twine? It's on the [IF Archive](#).

 Learn Twine

 Support Twine

# Twine spletna stran

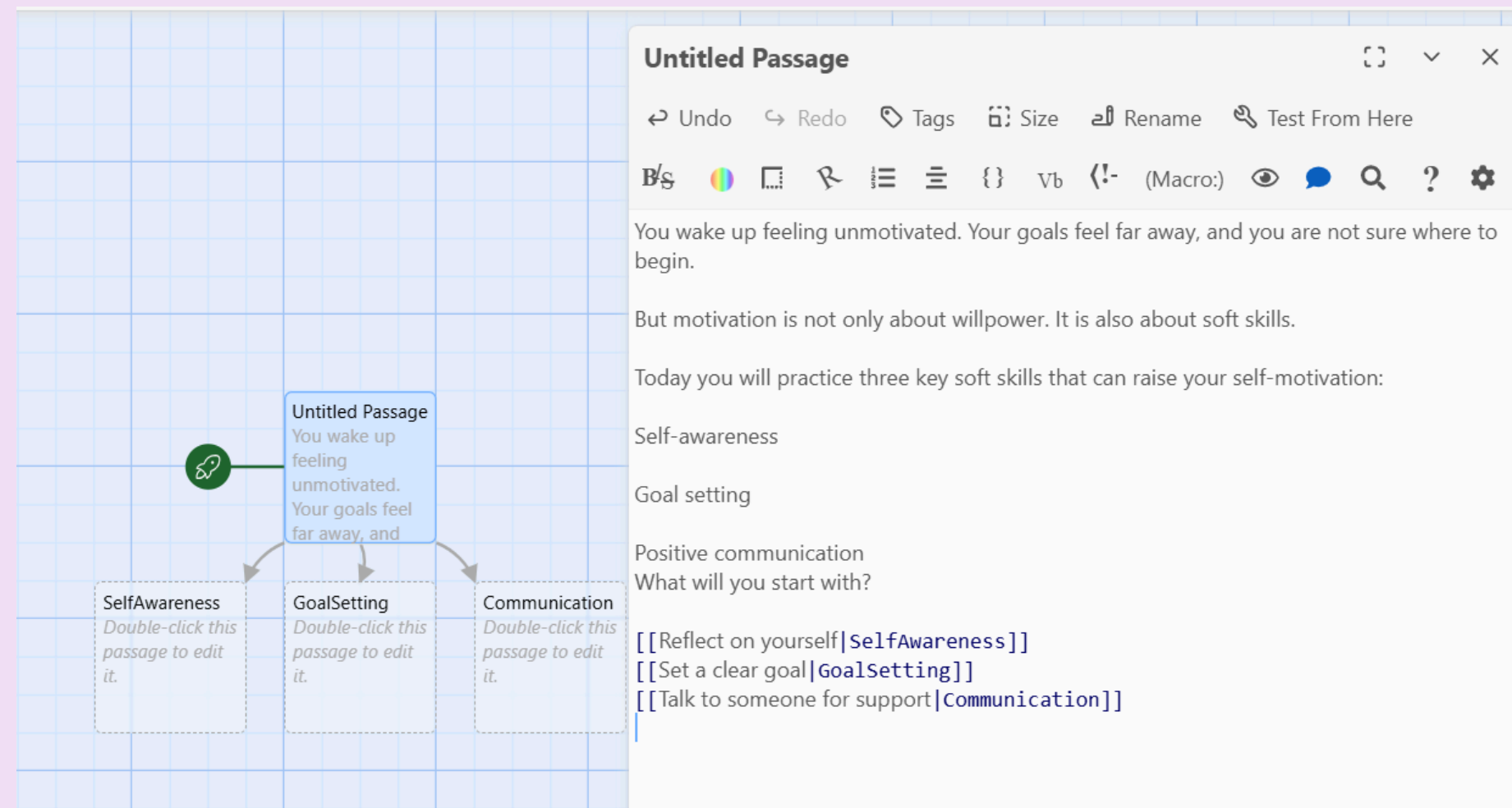
Uporabniki lahko prenesejo namizno aplikacijo ali uporabljajo spletno različico v Twine. Projekte ustvarjajo in urejajo v preprostem vizualnem vmesniku.



# Ustvarjanje nove zgodbe

Uporabniki v Twine začnejo novo zgodbo in ustvarjajo odseke (passages), ki so med seboj povezani s povezavami.

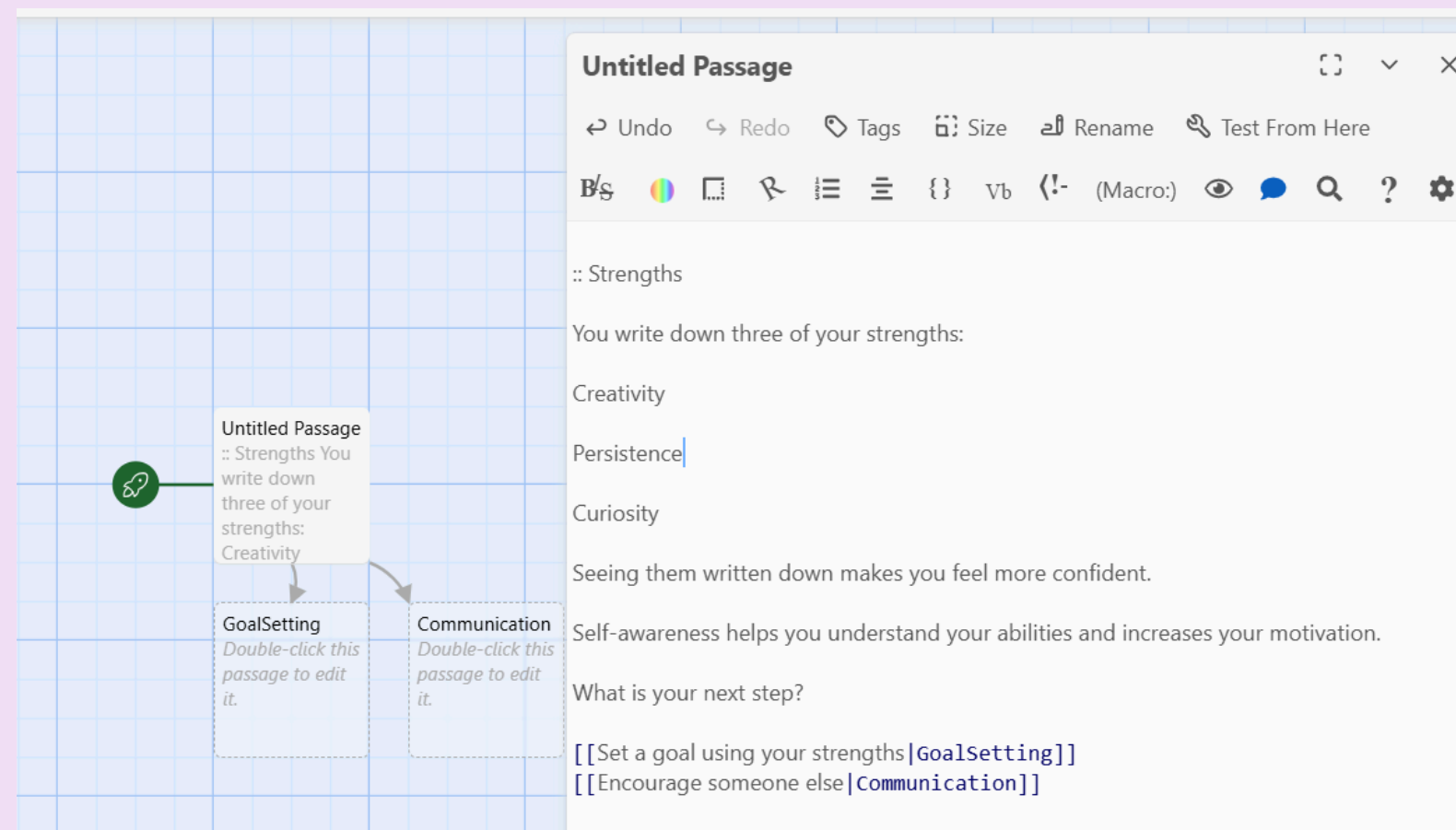
Vsak odsek vsebuje besedilo in izbire, ki vodijo do različnih izidov zgodbe.



The image shows a screenshot of the Twine software interface. On the left, a passage map on a light blue grid shows a central passage box titled "Untitled Passage" with the text "You wake up feeling unmotivated. Your goals feel far away, and". Three arrows point from this central box to three separate passage boxes below it: "SelfAwareness" (with text "Double-click this passage to edit it."), "GoalSetting" (with text "Double-click this passage to edit it."), and "Communication" (with text "Double-click this passage to edit it."). On the right, the "Untitled Passage" editor is open, showing a toolbar with options like Undo, Redo, Tags, Size, Rename, and Test From Here. Below the toolbar, the passage text is displayed: "You wake up feeling unmotivated. Your goals feel far away, and you are not sure where to begin. But motivation is not only about willpower. It is also about soft skills. Today you will practice three key soft skills that can raise your self-motivation: Self-awareness Goal setting Positive communication What will you start with?". At the bottom of the editor, three macro links are listed: "[[Reflect on yourself|SelfAwareness]]", "[[Set a clear goal|GoalSetting]]", and "[[Talk to someone for support|Communication]]".

# Učenje skozi scenarije zgodb

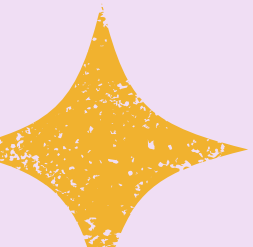
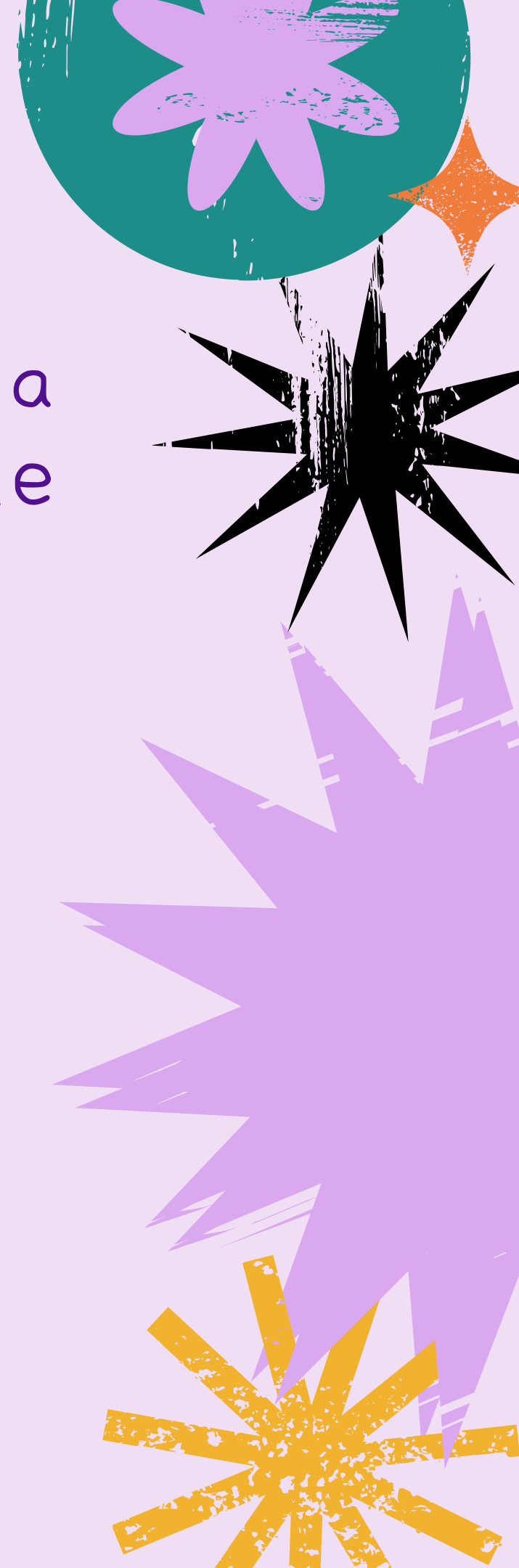
Zgodbe v Twine lahko vključujejo situacije, kjer morajo učenci sprejemati odločitve, povezane z motivacijo, cilji ali izzivi.



The screenshot displays the Twine story editor interface. On the left, a passage titled "Untitled Passage" is shown on a grid background. The passage text reads: "Strengths You write down three of your strengths: Creativity". Below this text are two clickable options: "GoalSetting" and "Communication", each with a subtext "Double-click this passage to edit it.". On the right, a preview window titled "Untitled Passage" shows the rendered text: "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?", and two clickable options: "[Set a goal using your strengths|GoalSetting]" and "[Encourage someone else|Communication]".

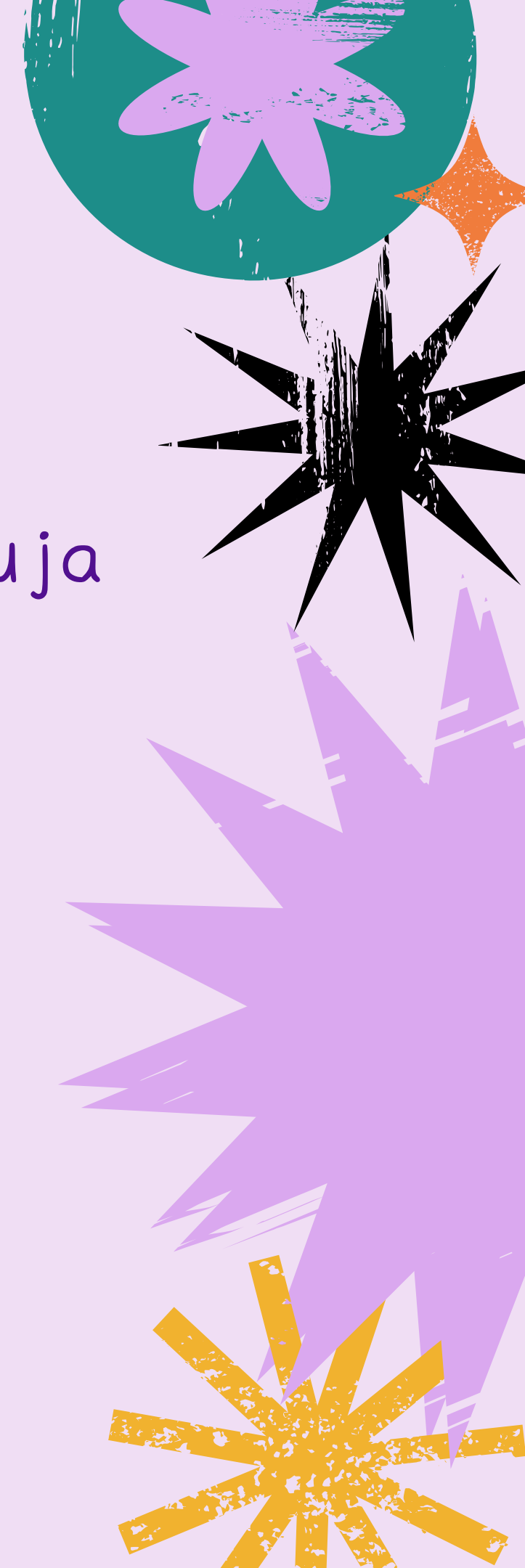
# Raziskovanje različnih izidov

Bralci v Twine raziskujejo zgodbo tako, da izbirajo možnosti in doživljajo različne izide glede na svoje odločitve.



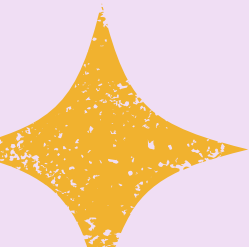
# Spodbujanje refleksije in reševanja problemov

Ta interaktivni format v Twine spodbuja razmislek, reševanje problemov in vztrajnost.



# Ustvarjalnost in samostojno mišljenje

Twine spodbuja tudi ustvarjalnost in samostojno razmišljanje pri raziskovanju tem osebnega razvoja.





# GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906

Credits:

Written materials: By Ljudska Univerza  
Lendava

Graphics: By Canva

Visuals: Twine

Funded by the European Union.  
Views and opinions expressed are  
however those of the author(s)  
only and do not necessarily  
reflect those of the European  
Union or Agency for Mobility and  
EU Programmes (AMPEU). Neither  
the European Union nor the  
granting authority can be held  
responsible for them..



GamifiedEd



Co-funded by  
the European Union



PUČKO  
OTVORENO  
UČILIŠTE  
ČAKOVEC



LJUDSKA UNIVERZA LENDA  
V  
NÉPI EGYETEM LENDVA

## #Kayros

DIGITAL INNOVATION



ŽILINSKÁ UNIVERZITA  
V ŽILINE