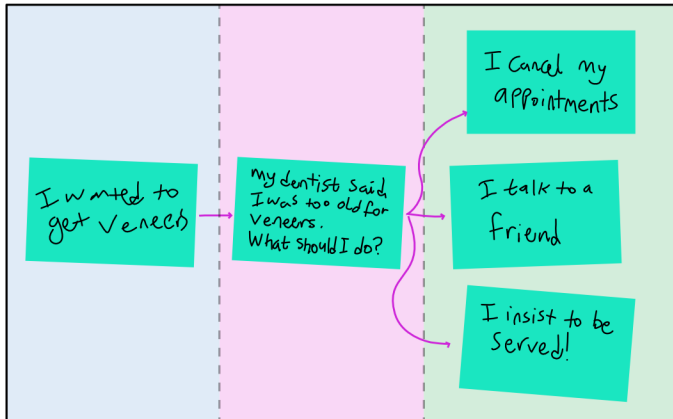


Storyboarding

Interactive stories or “branched narratives” are stories that have multiple alternative endings. Like any story, interactive stories have a structure. They can be divided into three parts: **start**, **junction** and the **alternate branches**. We can use a storyboard to plan an interactive story.



A simple storyboard

Each box represents a passage in the storyboard.

- START:** Your start passage describes the setting of your story.
- JUNCTION:** The junction is where you introduce tension. It can ask a question like "what should I do?". It leads to the alternate branches.
- BRANCHES:** Possible endings to a story, including the actual ending.

Ageism

Ageism is negative stereotypes, discrimination and prejudice targeted against people because of their age. When ageism originates from other people, it is called *externalized ageism*. When the source is oneself, this is *internalized ageism*.

Externalized Ageism

“You’re too old for this.”

said or implied by others

Internalized Ageism

“I am too old for this.”

believed by oneself

How do we combat ageism?

Narrative reframing can be used to combat ageism. This involves describing alternative ways to view or respond to a negative situation to turn it into a more positive experience.

Notes