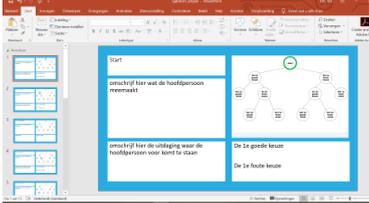
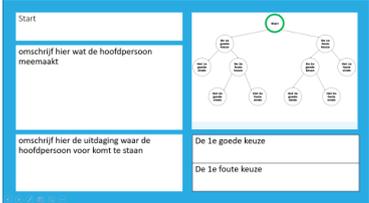
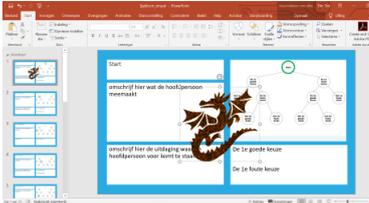
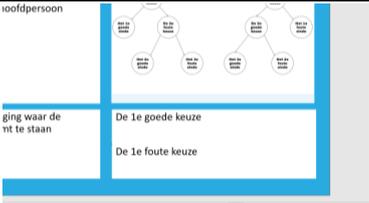
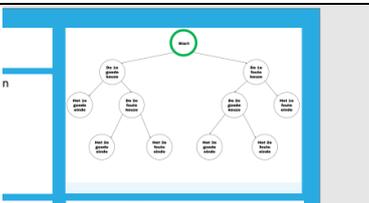


In an interactive story, you decide, you get the choice at important moments to determine what the main character is going to do. Depending on your choices, you can read your own story.

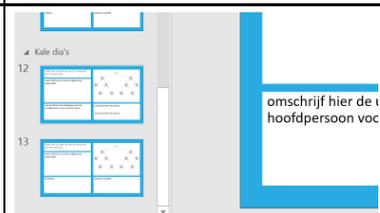
Powerpoint is a computer program to make presentations. So you can also write stories in there. In PowerPoint there is an extra option, with which you can go directly to different slides (a kind of pages). By using this smartly, you can easily create an interactive story.

<p>To write your first adventure, it's best to practice with an existing structure. <a href="#">You can download a powerpoint template here.</a></p>	
<p>When you start the presentation, you can navigate through different slides by using the 2 buttons at the bottom right of the screen.</p>	
<p>You can rename the different text boxes in slides. You can also add images.</p>	
<p>Make sure that the title of the slide is always the same as the text of the answer that led to it. This is great for the player, because then he/she can see again which choice he/she made. But it's also good for you, because otherwise you'll lose the overview.</p>	
<p>In each slide, you'll see a story tree, where you can keep track of where in the story the slide you're editing appears. Once you're happy with your slides, you can remove them and replace them with your own image</p>	

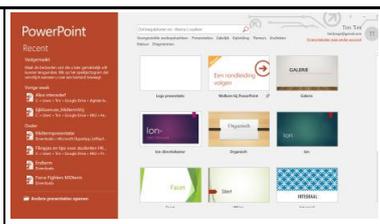
If you go on multiple adventures, it can happen that a player quickly realizes which buttons go to the right ending. To prevent this, it is best to shuffle the 2 selection buttons.



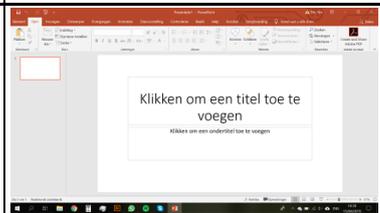
At the very bottom of the presentation are 2 blank slides, with which you can extend the adventure. Right-click on the slide in your outline and choose Duplicate to make a copy.



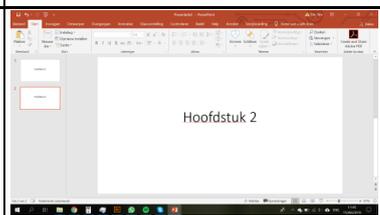
To create your interactive story, start Powerpoint. To start with, you will be given a number of choices for the layout of your presentation. That's a kind of template where you can add your story. You can also create your own templates, but for now it's easy to choose the 'Blank presentation'.



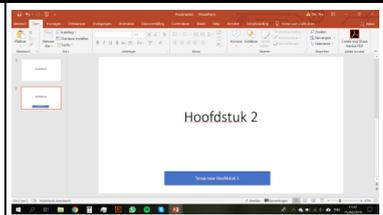
You will now see your first slide on your screen. There are 2 text boxes in your slide. By clicking on it, you can write your text in it. In the top text box, tap the title "Chapter 1." Discard the bottom text box in front of the subtitle.



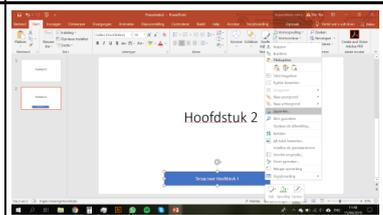
On the left-hand side, you'll see an overview of all the slides you have. Right-click on your first slide, then choose "Duplicate Slide." Now you will see in the overview that a slide has been added, which looks exactly the same as your first slide. Change the title on your 2nd slide to 'Chapter 2'



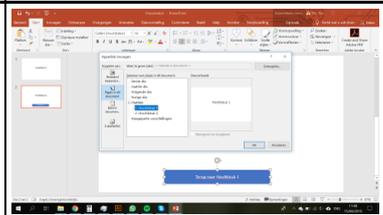
We're now going to create a button that you can press to go back to the first slide. In the menu bar, click Insert, then click Shapes. Choose a bar and draw a bar at the bottom of your slide. When the bar is up, you can type text. In the bar, put "Back to Chapter 1."



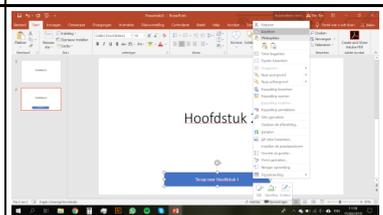
Now right-click on the bar and choose Hyperlink.



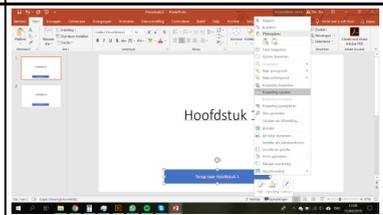
You will now get a drop-down menu to indicate where the button takes you (this is also called 'linking'). First, choose 'Place in the document' and then under the overview of Slide titles '1. Chapter 1'. Then press 'OK'.



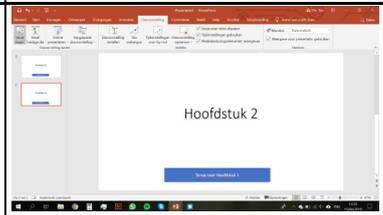
Now we also need to put a button on the first Slide. For the sake of convenience, we copy the button, and then back to the first slide via the overview. Then we place the button by right-clicking and choosing 'Paste'.



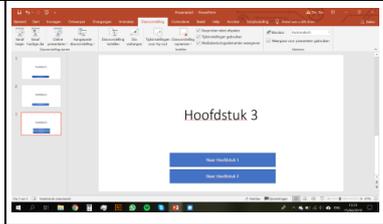
Right-click on the placed bar and select 'Edit Link', and link to '2. Chapter 2'. Adjust the text in the bar by double-clicking the text and typing "Continue."



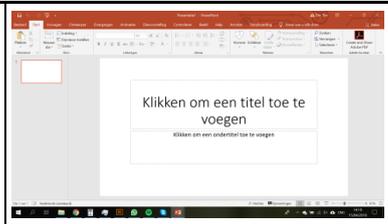
Now you can test if it works. Choose "Slideshow" at the top of the menu bar, then "From Start" below that. You can now go back and forth between your slides by clicking on the texts. Press the ESC button to go back to your overview.



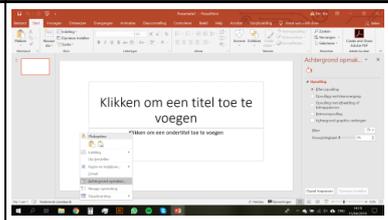
You've now learned how to link between slides with text boxes. You can create new slides with additional text boxes, and link to several other slides from 1 slide. Can you make a short story, where you as a player can choose 2 different endings?



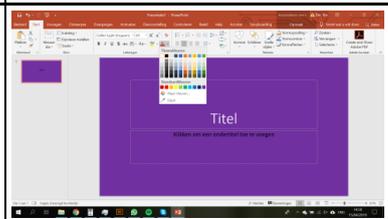
The 'Blank presentation' template is not very suitable for creating interactive stories. That's why you want to create your own template that fits your story.



The look of your adventure all starts with a suitable background color. To do this, right-click on an empty part of your slide and choose "Format Background." Here you get a couple of options, including color. Then, when you press "Apply Everywhere," each slide will be the same color. Make sure that the text remains legible.

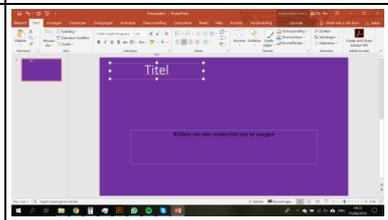


You can select the text in the slide and change its color. In the top of PowerPoint, select "Start" and select the text you want to edit. At the top of the screen, you'll see options to adjust the color, among other things.

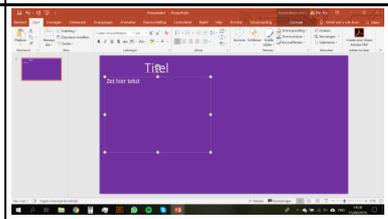


You can also choose a background image as the background for your presentation. But choose one that is not too busy.

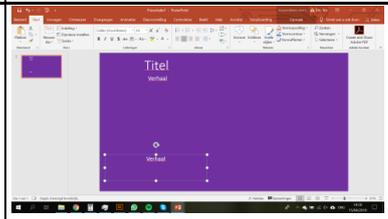
The text box for the title is not yet in a nice place. Click the edge of the text area and drag it to the upper-left corner. Once you've selected a text box, you'll see dots on the edges to resize the text box. Take the dot in the bottom right corner and make the text box smaller.



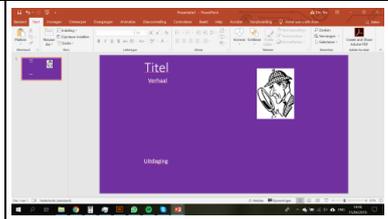
Move the subtitle text box below the title and adjust it to fit snugly underneath it. Type "Story" in the text box and just white.



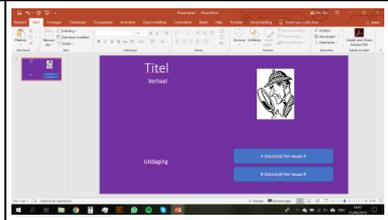
Put a new text box at the bottom left in which you write 'Challenge'. You can place a text box by pressing the 'Text' button under the 'Insert' menu. Then select "Text Box" and you can draw a text box in your slide.



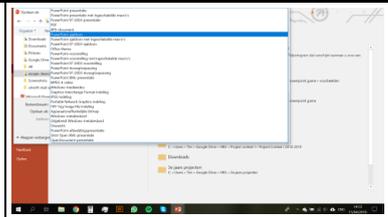
Put a picture in the top right corner of the slide. You can search for an image on the internet. When you find a nice image, right-click on the image and select Copy. After that, go back to your slide, press your right mouse button, and then paste. You can customize the image just like you would with a text box.



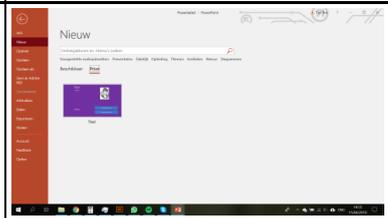
Place 2 selection buttons at the bottom right. Write in this first button 'A Write option A' and in the second button 'B Write option B here'



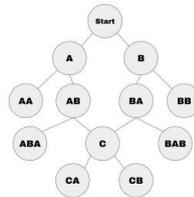
Save your file as a template.



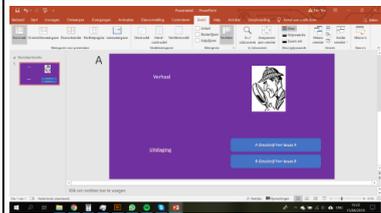
The next time you're creating an interactive story, you can use this template to base your interactive story on.



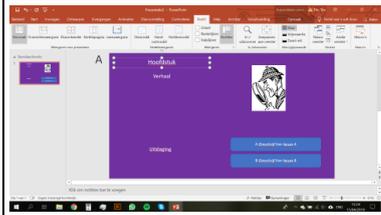
When you create a longer interactive story, it's useful if you have enough overview. That's why you'll want to give each slide a code that indicates where you are in the story. On the right you can see an example of a story tree. You then start at Start and get several branches that represent the story choices.



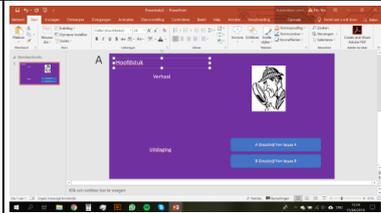
By default in Powerpoint, the title in your slide is also the name of the slide. Since it doesn't look as good as your slide's code on the screen, we'll move the title's text box outside of the slide's artboard.



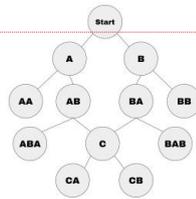
Create a new text box to put the title of your story on your slide.



It's neater to center the text in the text boxes on the left. Select the text box and via the Start tab select the 'Borrow links' button.

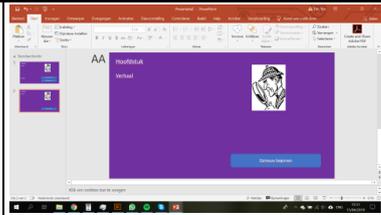


Customize your story tree as needed, and make sure your slide's codes match your story tree. That way, you'll always know which slides to point to.



**Met opmerkingen [1]:** Create a fixed template, which people can customize. Creative Fill in

An interactive story can become very big, especially if you give 2 options every time. Therefore, choose which paths are 'dead-ended'. That's where the protagonist lost. On those dead-end slides, add a button that links to the start slide, so that a reader can read the story again.



If you have a lot of dead-end story branches, it can be annoying for the reader. Therefore, make sure that the reader can see a dead end coming. Make sure there is at least 1 happy ending, so that the reader can 'win' the story. In the slide, congratulate the reader on finding the happy ending.

To keep your story clear, you sometimes want the choices of different story branches to refer to the same slide. These are also known as 'choke points'. See choice C in the story tree on the right.

