



BRANCHES

INTERACTIVE STORYTELLING

WORKSHOP SERIES + COMMUNITY EVENTS



WHAT IS BRANCHES?

WORKSHOP SERIES + COMMUNITY EVENTS

WORKSHOP – Learn how to make your own Interactive Story. Publish your first story online in four weeks.

COMMUNITY EVENTS – Curated interactive stories in writing, games, and film



BRANCHES
INTERACTIVE STORYTELLING



Writing Interactive Fiction with Twine Workshop

Feelings of guilt and panic slither up your spine. You want to text Susan back and apologize, but you don't know what to apologize for.

Search your:

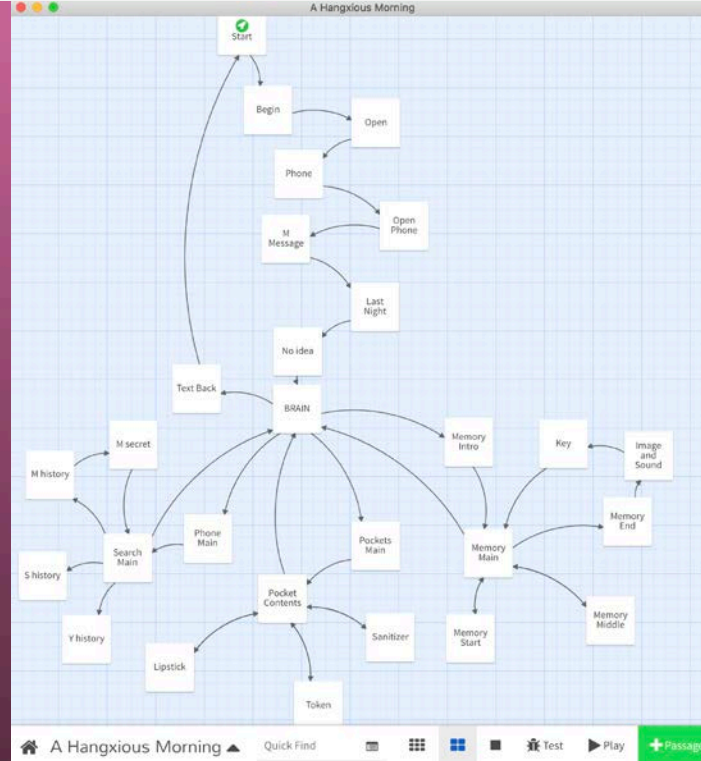
Pockets

Phone

Memory

You remember:

Nothing.



Hangxious by Erica Martin (Branches Student Project made for the course)

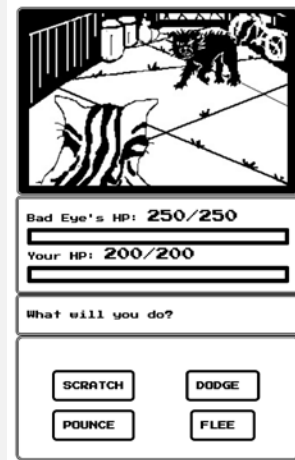
mizmiz.itch.io/hangxious-a-mystery

Games you can make! (instructor examples)

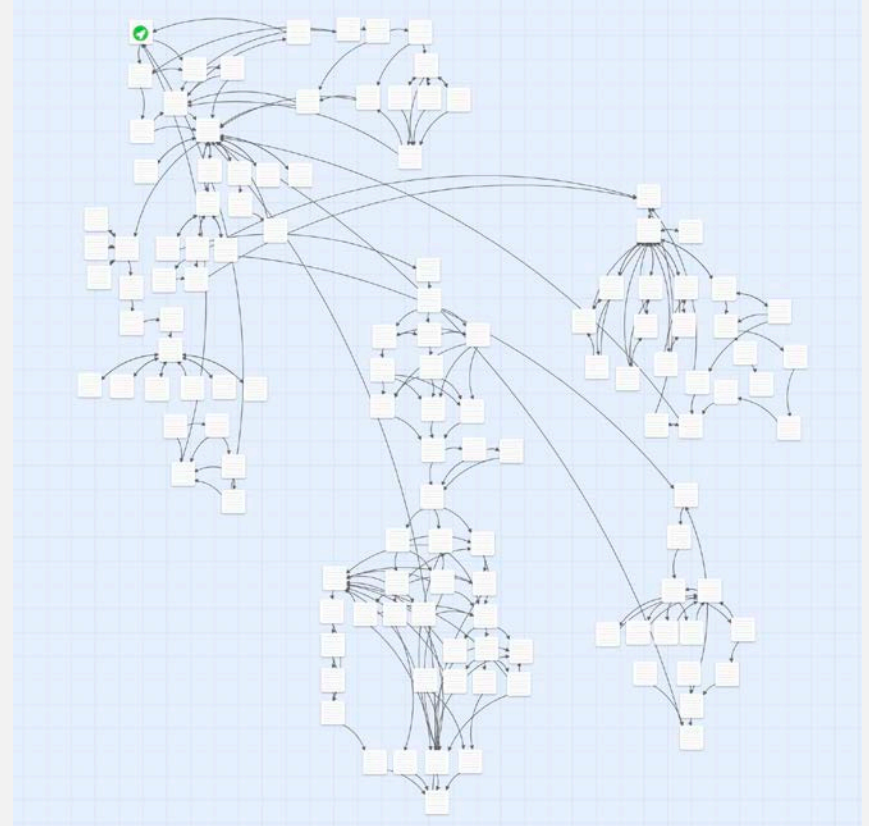
Puzzle Game



Action Game



Story Game



WORKSHOP OVERVIEW

- Make a story-driven game in four weeks! Learn game writing, programming, and design through hands-on training.
- By the end of the course, you will have your first video game **published online!** (*playable on phones, tablets, and computers*)



WORKSHOP OUTLINE

Week 1: Introduction to Game Writing

- Discussion: "Interactive Story Structures."
- Education: Learn the basics of Twine and writing techniques for games.
- Workshop: Your first interactive story.

Week 2: Programming Fundamentals

- Discussion: "Math = emotions"
- Education: Learn how to use variables and conditional statements to create dynamic stories and gameplay.
- Workshop: Integrate logic and math into your stories.

Week 3: Visual Customization (CSS + HTML)

- Discussion: "Aesthetics! for the internet"
- Education: Learn visual design skills, add images, sounds, and more!
- Workshop: Customize the **look** and *feel* of your story.

Week 4: Publishing

- Discussion: "Go LIVE with your stories"
- Education: Publish your stories on the internet and gain resources on where to promote your work.
- Workshop: Publish your first story online.

WORKSHOP COST

Please contact Mike Ren for up-to-date course cost.

Specify if you are single participant or part of the co-op deal
(for couples, friends)



END OF WORKSHOP

- **Certificate of Completion** – Allowing you exclusive future classes offered through Branches

- **Membership Card** – Free entry to future paid events.

- **Promotion of your Game** – On our Branches social media, meetups, and community events

- **SHOWCASE PARTY!**



ALUMNI PORTRAITS

Be apart of the next
Branches Class!



INSTRUCTOR



Hi! I'm Mike Ren! I'm a game designer based in Shanghai. You may know me from "Touch Our Buttons", a collective making arcade machines and party games for events.

I started Branches as a way for people to engage in this exciting new world of interactive storytelling. Interactive storytelling is used today in writing, games, and filmmaking.

The workshop series is an opportunity for you to make your first video game. In four weeks, you'll have your project published online. From there, you can use it as a portfolio piece for jobs, sell it online for commerce, or as a new tool for artistic self expression!

Here is my professional history and companies I've worked with



2008 – 2014
NEW YORK CITY


L O N E L Y L E A P
DOCUMENTARY & COMMERCIAL FILM

[adult swim]

nickelodeon

INDIE CADE
International Festival of Independent Games

GAMES FOR CHANGE

COME OUT & PLAY

2014 – 2020
SHANGHAI

PERFECT WORLD

 **UBISOFT**

 **TOUCH OUR BUTTONS**

CHECKPOINT!

For all of my work please go to: www.mikeyren.com

MIKE REN 任意

Works in GAME + FILM + ANIMATION.
Formerly Ubisoft, Lonelyleap Film, United Nations IAP. Owns one black cat.

Home

About

Branches Workshop

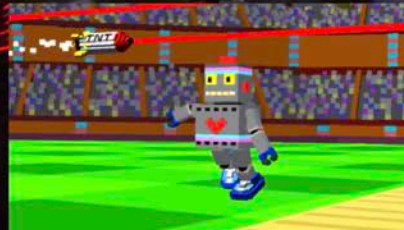
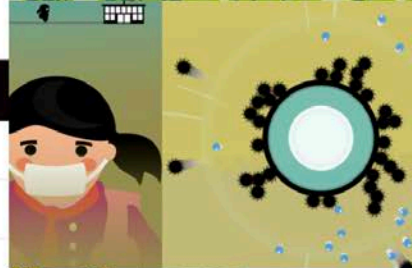
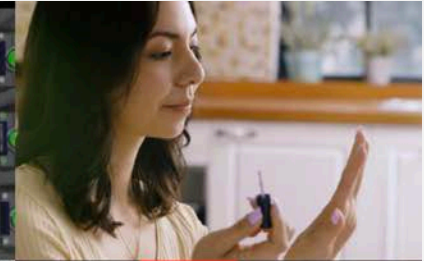
Digital & Installation Games

Film & Animation

Support



Mike Ren © 2020





BRANCHES

INTERACTIVE STORYTELLING

Please contact Mike Ren for any questions

Wechat ID: Mikerenyi

Email: Mikerenyi@gmail.com

Website: Branches.mikeyren.com

We hope you join us and thank you!

