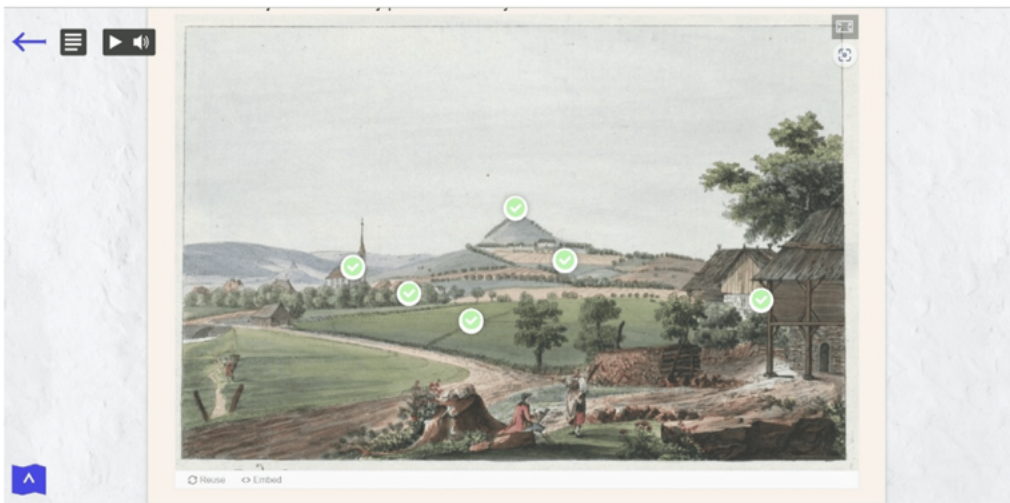
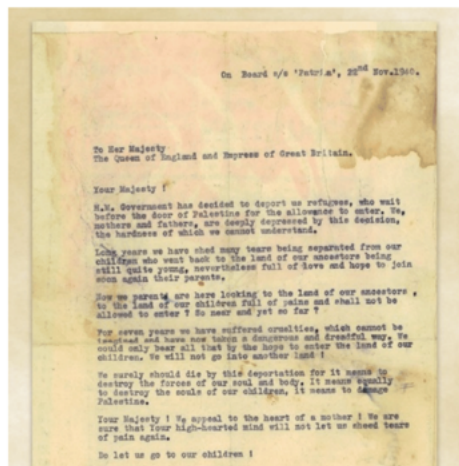


DIGITISED CULTURAL HERITAGE IN NON-LINEAR STORIES IN TWINE2

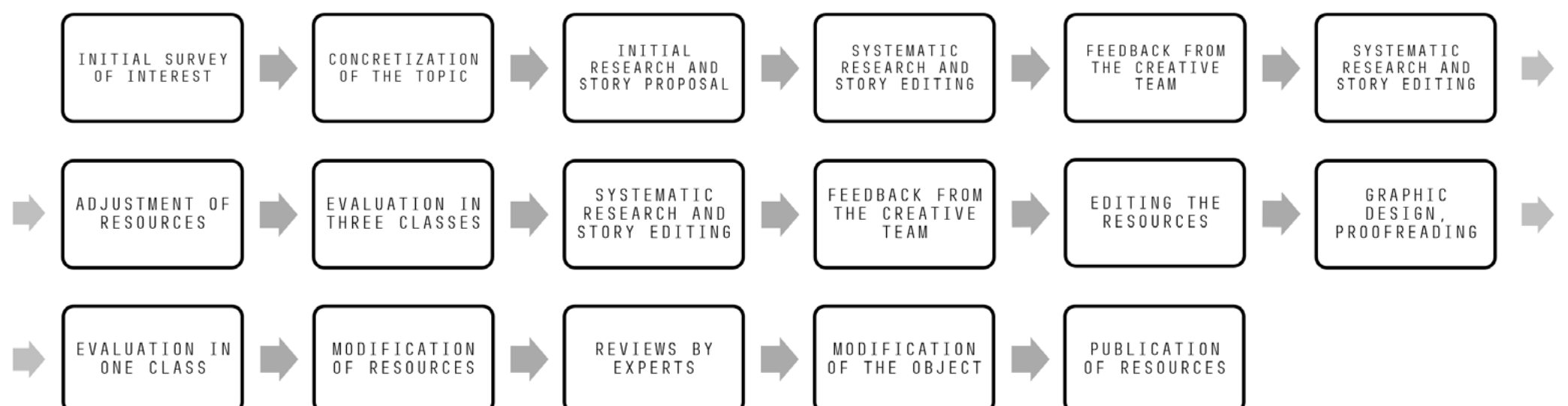
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DESIGN PROCESS FOR DEVELOPMENT OF RESOURCE:



WHAT:

16 INTERACTIVE NON-LINEAR STORIES (GAMES) CREATED IN TWINE FOR HIGH SCHOOL STUDENTS.

THE OBJECTS WORK WITH DIGITIZED CULTURAL HERITAGE AND ARE OPEN-SOURCE. EACH STORY HAS INSTRUCTIONS FOR TEACHERS AND FEEDBACK TOOL.

TEACHERS CAN EDIT THE RESOURCES.

SOCIALLY RELEVANT TOPICS:

- WOMEN IN SCIENCE
- PROPAGANDA
- LIFE IN A TOTALITARIAN REGIME
- LIFE IN THE CITY WHERE I LIVE
- THE EVOLUTION OF IDEAS ABOUT BEAUTY
- WHAT IS HAPPINESS
- ...

PEDAGOGICAL CONCEPTS:

- CONSTRUCTIVIST EDUCATION
- WORKING WITH DIGITIZED CULTURAL HERITAGE
- ROLE-PLAYING AND GAMIFICATION
- LEARNING THROUGH STORYTELLING
- DEVELOPING DOCUMENTARY AND HISTORICAL LITERACY
- PERSONALISATION OF EDUCATIONAL CONTENT
- WORKING WITH EDUCATIONAL OPEN RESOURCES

EVALUATION:

- 16 INNOVATIVE EDUCATIONAL RESOURCE
- 754 RESPONSES FROM SECONDARY SCHOOL STUDENTS
- 28 INTERVIEWS WITH SECONDARY SCHOOL TEACHERS
- 32 PEER EVALUATOR REVIEWS

WEB =>



GAME =>

