

Defining and Capturing Web-based Interactive Fiction

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The Project

Emerging Formats:

**Web-based
interactive narrative
– collection &
creative artefact**

The Process

- **Identify**
- **Determine UK authorship**
- **Categorise**
- **Collect**
- **QA**
- **Analyse**
- **Create**

Identify

Interactive Narrative as defined by the British Library:

- Interactivity: Experiential
- Narrativity: Non-linear, anti-story
- Non-standardised: Variety of tool usage
- Web-based: born-digital, but NOT downloadable

From: Michael Day, Maureen Pennock, Caylin Smith, Jeremy Jenkins & Ian Cooke, 'Preservation Planning for Emerging Formats at the British Library' in *Proceedings of iPres 2018*, (2018, 1-10), <<https://doi.org/10.5281/zenodo.1303007>>

Identify/Determine Authorship



<https://ifdb.tads.org>



<http://pr-if.org>



<http://philome.la>



<https://www.springthing.net>



<https://sub-q.com>



<https://readingdigitalfiction.com/writing-competition>



<https://itch.io>



<https://ifcomp.org>



<https://www.choiceofgames.com>

<https://intfiction.org/>

Sidebar: Why is Interactive Narrative at InGAME risk?

InGAME
Innovation for Games
and Media Enterprise

IFDB the Interactive Fiction Database
Home | Profile - Edit | **Your Page** | Your Inbox | Browse | Search Games

A Collection Of Houses

by [Jonny Arachnid](#) [profile](#)

Surreal
2013

[Web Site](#)

☆☆☆☆ (based on 6 ratings)
[1 member review](#)

About the Story

A short disorientating game about dealing with depression, the hidden truths in a family and the strange way in which we collect and acquire things.

This is my first game and was inspired in part by 'House of Leaves' by Mark Z Danielewski and Resident Evil.

Game Details

Language: English (en)
First Publication Date: March 12, 2013
Current Version: 1
License: Creative Commons
Development System: Twine
Forgiveness Rating: Merciful
IFID: *Unknown*
TUID: qumfxc7756v69rp4

Download

There are no known download links for this game.

Have you played this game?

You can rate this game, record that you've played it, or put it on your wish list after [log in](#).

Playlists and Wishlists

4 members have played this game
It's on 3 wish lists

RSS Feeds

- [New member reviews](#)
- [Updates to downloadable files](#)
- [All updates to this page](#)



Error (404)

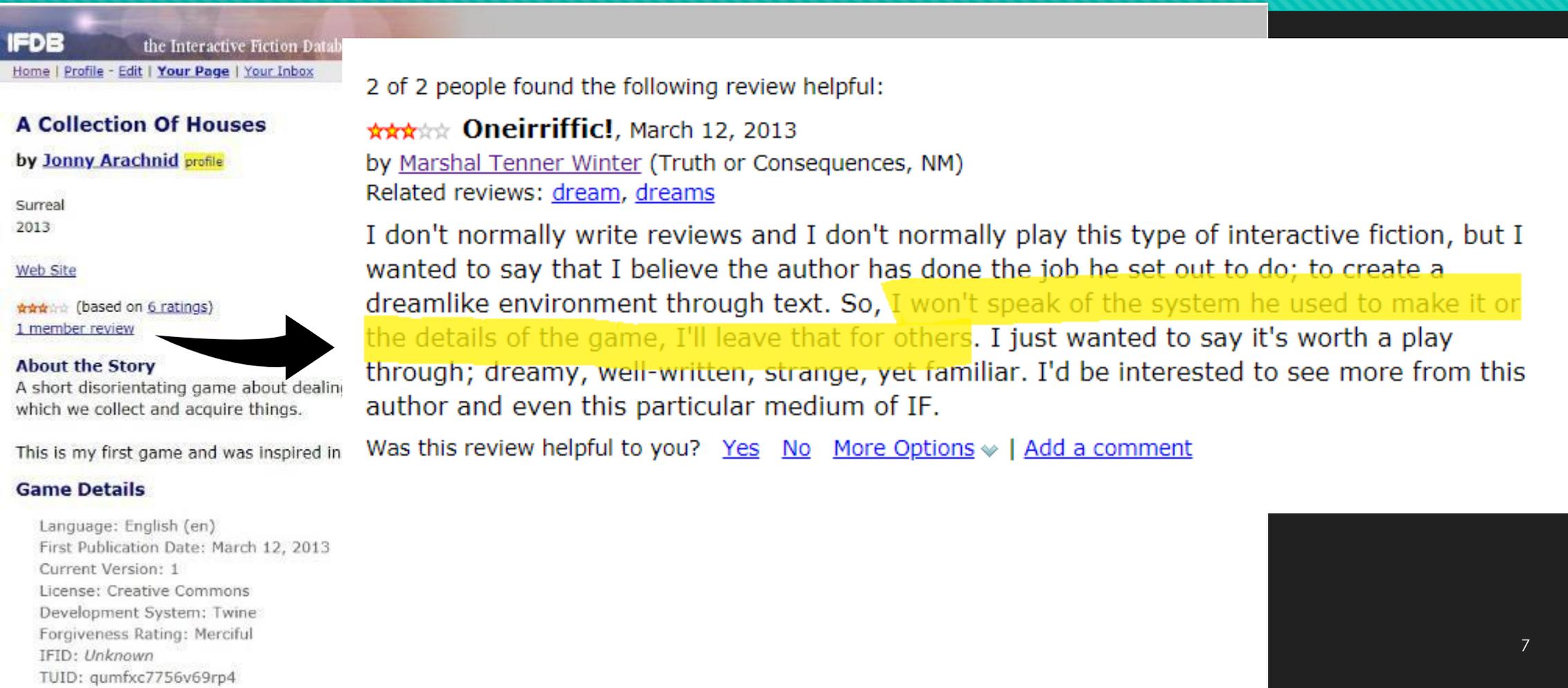
We can't find the page you're looking for.

Here are a few links that may be helpful:

- [Home](#)
- [Help center](#)
- [Sign in](#)
- [Get a free account](#)
- [Dropbox Plus](#)
- [Dropbox Business](#)



Sidebar: Gone, But Not Forgotten



IFDB the Interactive Fiction Database
[Home](#) | [Profile - Edit](#) | [Your Page](#) | [Your Inbox](#)

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by [Jonny Arachnid](#) [profile](#)

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2013

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2 of 2 people found the following review helpful:

☆☆☆☆ **Oneirrific!**, March 12, 2013
by [Marshal Tenner Winter](#) (Truth or Consequences, NM)
Related reviews: [dream](#), [dreams](#)

I don't normally write reviews and I don't normally play this type of interactive fiction, but I wanted to say that I believe the author has done the job he set out to do; to create a dreamlike environment through text. So, I won't speak of the system he used to make it or the details of the game, I'll leave that for others. I just wanted to say it's worth a play through; dreamy, well-written, strange, yet familiar. I'd be interested to see more from this author and even this particular medium of IF.

Was this review helpful to you? [Yes](#) [No](#) [More Options](#) | [Add a comment](#)

Categorise

294 works by 114 creators!

- Hypertext
- Parser-based
- Choice-based
- Multi-modal
- ?????

Categorise: Hypertext

You're tapping away at the keyboard working on a game. You haven't seen the cat in the last 30 minutes.

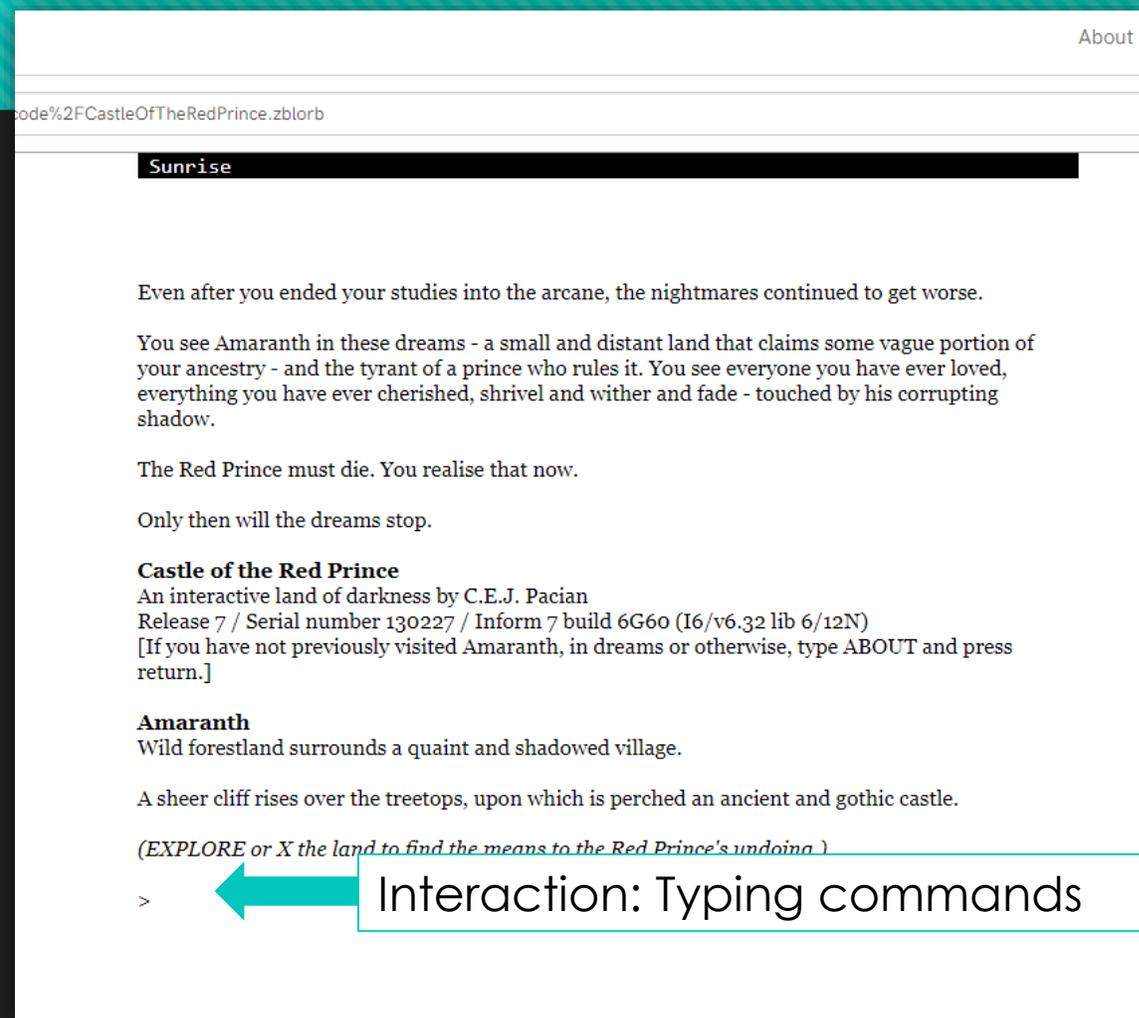
Suddenly, you hear a 'meep' from behind, followed by two more!

Ignore the cat.
Say 'hello'.

Interaction: clicking links

Hosted on itch.io

Categorise: Parser-Based



Hosted on iplayif.com



C.E.J. Pacian, *Castle of the Red Prince*, Inform 7, 2013,
<http://iplayif.com/?story=http%3A%2F%2Fwww.ifarchive.org%2Fif-archive%2Fgames%2Fzcode%2FCastleOfTheRedPrince.zblorb>

Categorise: Choice-Based

Double/Cross
by Toni Owen-Blue
[About](#) [More Games](#) [Blog](#) [Subscribe](#)
[Show Stats](#) [Restart](#) [Settings](#)

You are the head bodyguard assigned to protect the richest, most powerful man in England. Enter a house filled with secrets and intrigue, and see if you can outwit the colourful cast that inhabits it. Choose between a host of roles, male and female, but don't forget to protect your own interests too. Will you or will you discard your morals for something more inviting?

- 85,000 word romantic drama.
- Make friends and business partners and decide who keeps your loyalty and who you'll double cross as you protect the richest man in England, or just look out for yourself.
- Schmooze, sneak, backstab, fight or work your way to the top.
- Piece together the truth about the colourful cast that surround you, uncover the secret of the kidnapper and...
- Play male or female.

BUT: Paywalled

You can play the first chapter of the game for free. Purchase the rest of the game below.

Buy It Now for \$1.99

If you've already purchased, click here to [restore purchases](#)

Play Now for Free

[Download on the App Store](#) [ANDROID APP ON Google Play](#) [Available at amazon](#) [available in the chrome web store](#)

Love it? Hate it? Write us at doublecross@choiceofgames.com

Interaction: Making choices

Double/Cross
by Toni Owen-Blue
[About](#) [More Games](#) [Blog](#) [Subscribe](#)
[Show Stats](#) [Restart](#) [Settings](#)

The limo slides smoothly to a stop in front of the marble steps leading up to the front door.

You've just clicked open your door, ready to go and let Mr Haywood out when you hear a shout.

"Unknown figure on the roof!"

As Mr Haywood's primary protector, your priority is his safety at any cost. Your years of training have taught you to:

- Grab Mr Haywood's head and push him down into the foot well, order the driver to get moving again and take us away from the house. That's text book.
- Pull Mr Haywood's body behind you and become a human shield. This may not be the first port of call, but it's my personal knee-jerk reaction.
- Order a diamond formation around the car and send someone to the roof to check for threats. No need to jump at loud noises, it's a safe course of action without going overboard.
- Open fire on the roof, finally time for some action! Just what I've been waiting for!

Next

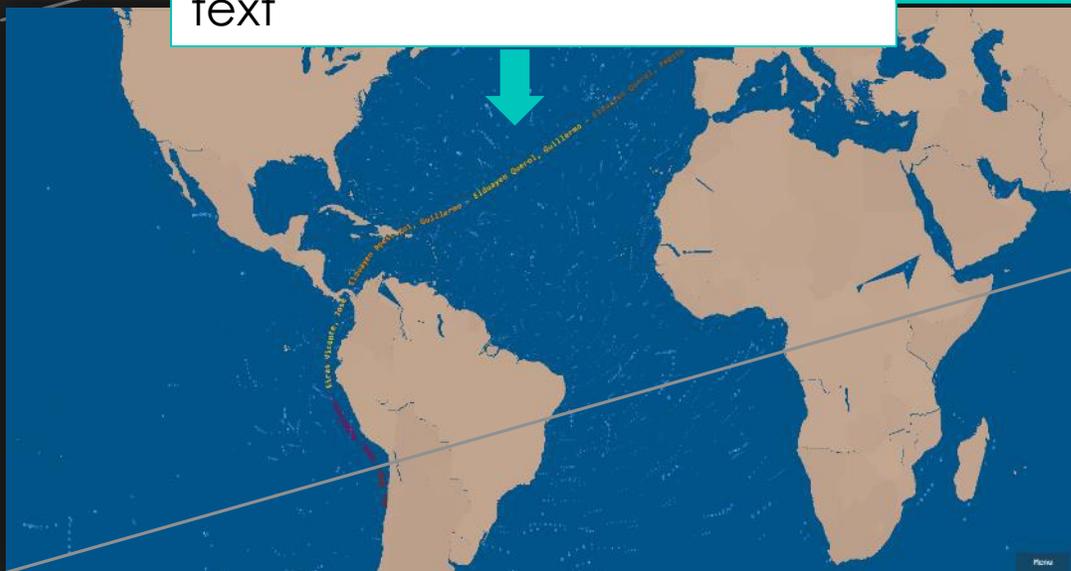
[Download on the App Store](#) [ANDROID APP ON Google Play](#) [Available at amazon](#) [available in the chrome web store](#)

Love it? Hate it? Write us at doublecross@choiceofgames.com

Hosted on Choice of Games

Categorise: Multi-modal

Interaction: clicking moving text



Maria Mencia, *The Winnipeg (El barco de la esperanza/The boat of hope)*, Web, 2018,
<https://winnipeg.mariamencia.com/>

Hosted on creator's personal site

Categorise: ???

Interaction: Move Nina to advance story

BUT: Does this count?

BUT: Is this a game rather than
interactive fiction?

Web-based: Hosted on itch.io

Ethan Fox, *Nina Aquila: Legal Eagle*, RPG Maker, 2018, <https://ethan-fox.itch.io/nale>

Categorise: Avatar-Based

More Information ^

Updated 6 days ago

Status [In development](#)

Platforms [Windows, macOS, HTML5](#)

Rating ★★★★★ (9)

Author [Ethan Fox](#)

Genre [Interactive Fiction, Adventure, Visual Novel](#)

Made with [RPG Maker](#)

Tags [2D Game, Female Protagonist, graphic-adventure, Mystery, RPG Maker, Story Rich](#)

Average session [About half-hour](#)

HOWEVER: Creator identifies the work as interactive fiction

Interaction: Making choices

Press
Present Evidence
Continue
Open Menu
Back

I saw Meryl leaving the camp grounds after the party, while the building was on fire.

Support This Game

Battle for justice in an anime-themed world as Nina Aquila, defence attorney and bona fide Legal Eagle!

Nina Aquila: Legal Eagle is an anime-themed graphic adventure game, in which you play the role of a defence attorney. Fledge City is in crisis, and it's up to Nina Aquila and her friends to make sure justice prevails!

Nina Aquila: ... Watch later Share

Nina Aquila

Categorise: 'Other'

Summer is over. It's time to go back. I stand amongst the debris of my childhood, and the more recent debris of my past three months. There is a lot of it, this stuff, but it's okay. What I need, I will pack.

open wardrobe

There's my wardrobe. A desk, with three drawers. A shoebox.

My bag and my little green luggage stand agape.

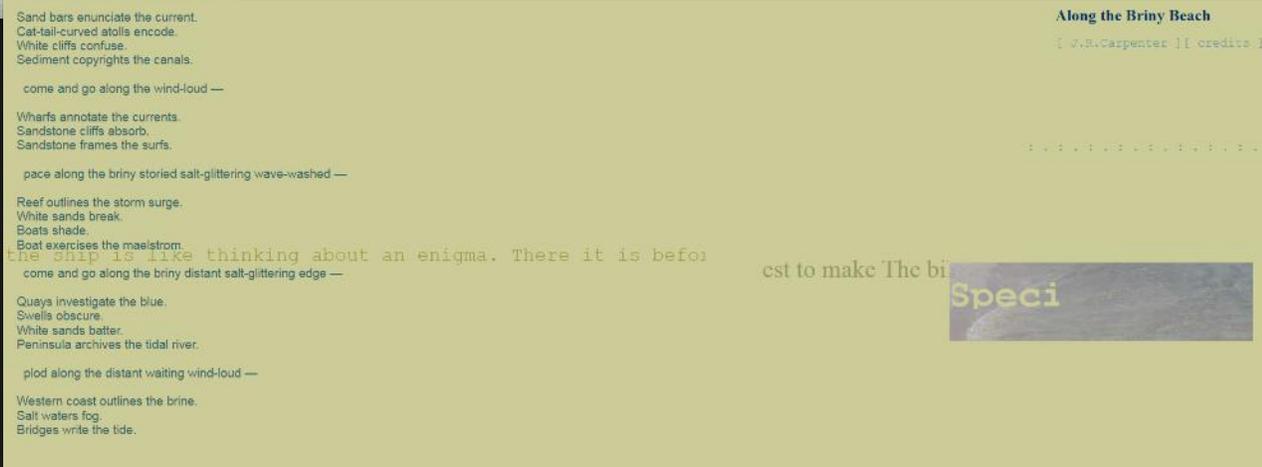
close

(Below) J.R. Carpenter, *Along the Briny Beach*, Javascript, 2012,
<http://luckysoap.com/alongthebrinybeach/>

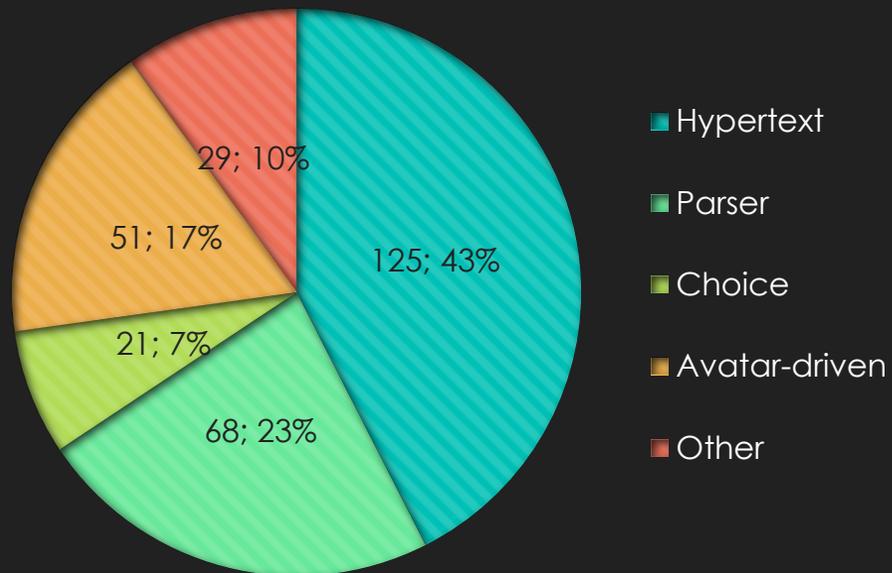


(Above) Emma Pooka, *Bad Influences*, Html, 2013-2014,
<http://badinfluences.org.uk/>

(Above) Verity Lee, *30 Kilogrammes*, Texture, 2016,
<https://verityvirtue.itch.io/30-kilogrammes>



Some things you may have noticed so far...



- Lack of standardization
- No central location(s)
- No collection method for commercial works

Collect & QA

Collection Tools:

UKWA
UK WEB ARCHIVE



Webrecorder

Collect & Revisit the Web

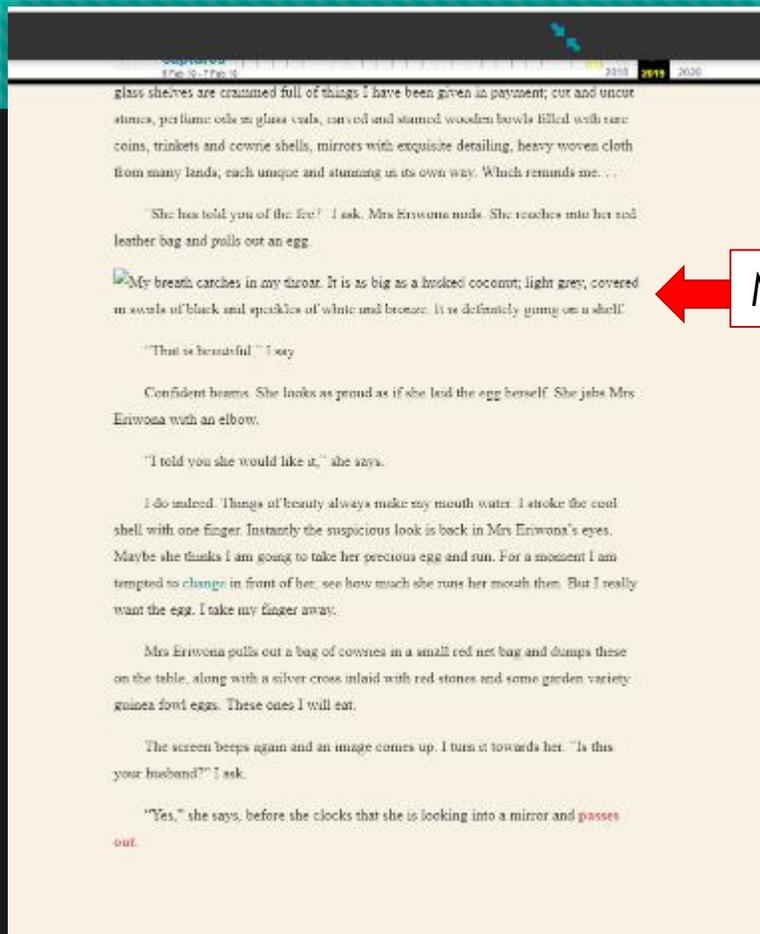
Collect & QA: Hypertexts

You're tapping away at the keyboard working on a game. You haven't seen the cat in the last 30 minutes.

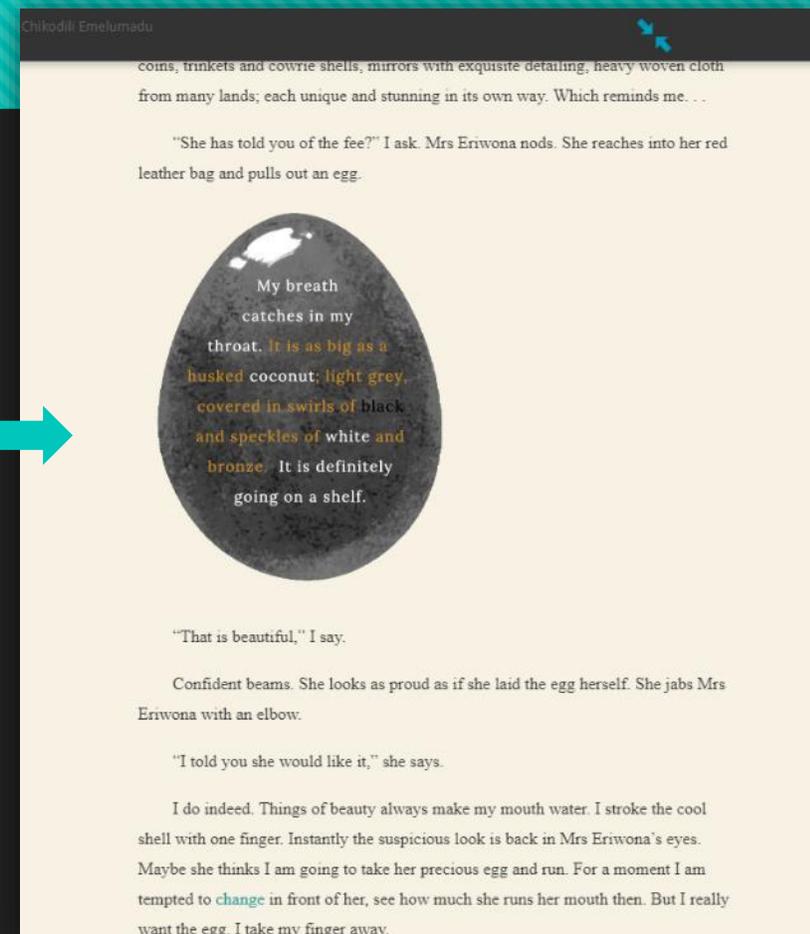
Suddenly, you hear a 'meep' from behind, followed by two more!

Ignore the cat.
Say 'hello'.

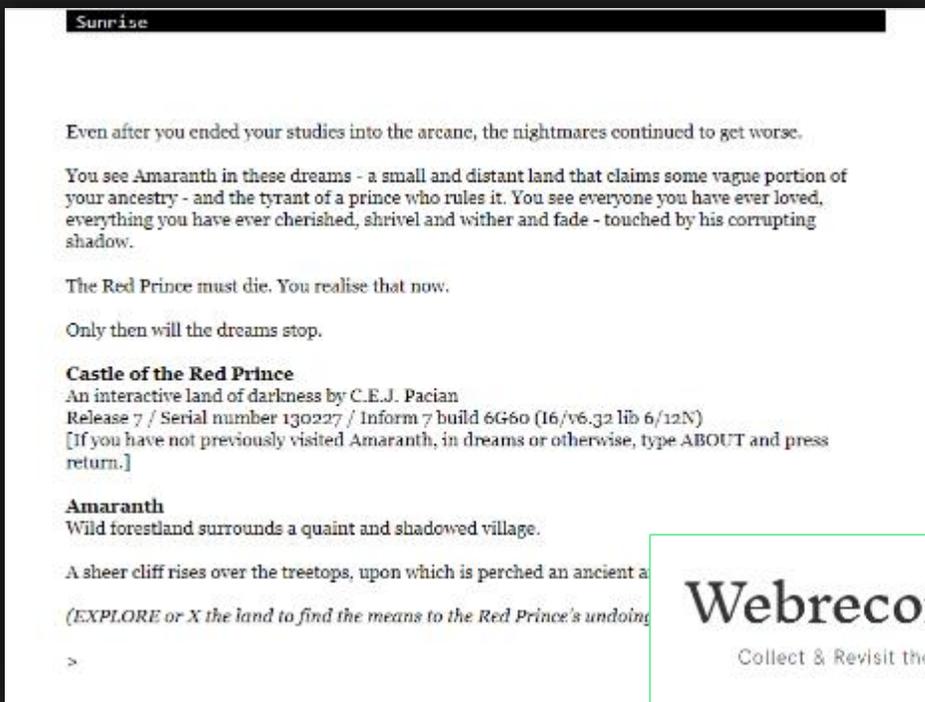
Collect & QA: Hypertexts



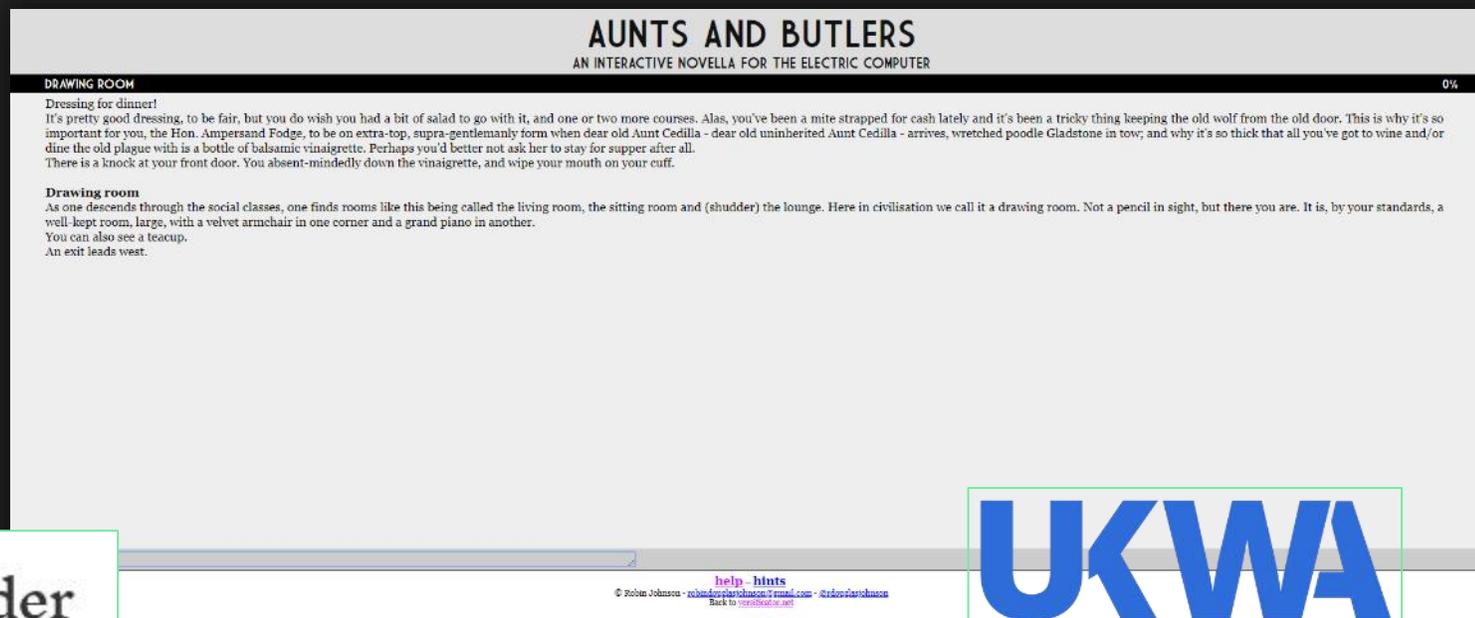
Missing Image



Collect & QA: Parser-Based



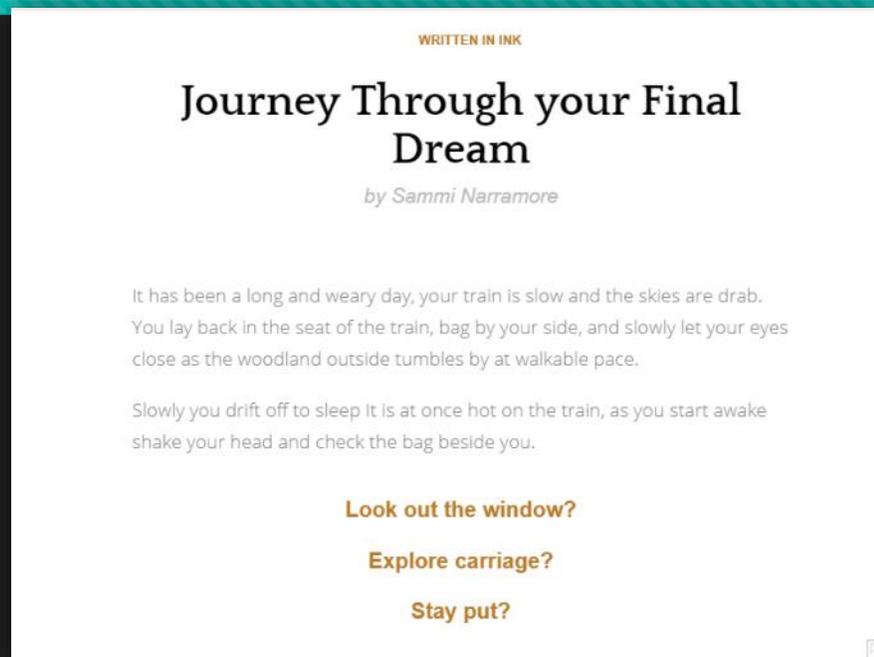
C.E.J. Pacian, *Castle of the Red Prince*, Inform 7, 2013,
<http://iplayif.com/?story=http%3A%2F%2Fwww.ifarchive.org%2Fif-archive%2Fgames%2Fzcode%2FCastleOfTheRedPrince.zblorb>



Creator's custom-made engine

Robin Douglas Johnson, *Aunts and Butlers*, Versificator, 2006,
<http://versificator.net/aunts-and-butlers/>

Collect & QA: Choice-Based

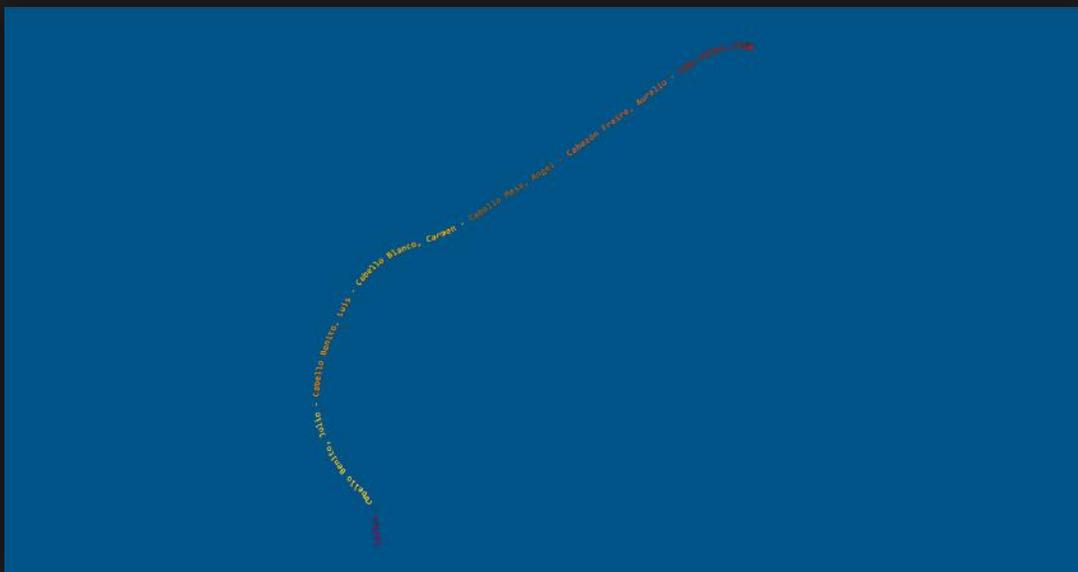


Sammi Narramore, *Journey Through Your Final Dream*, Ink, 2018,
<https://narramoreart.itch.io/finaldream-inkjam18>

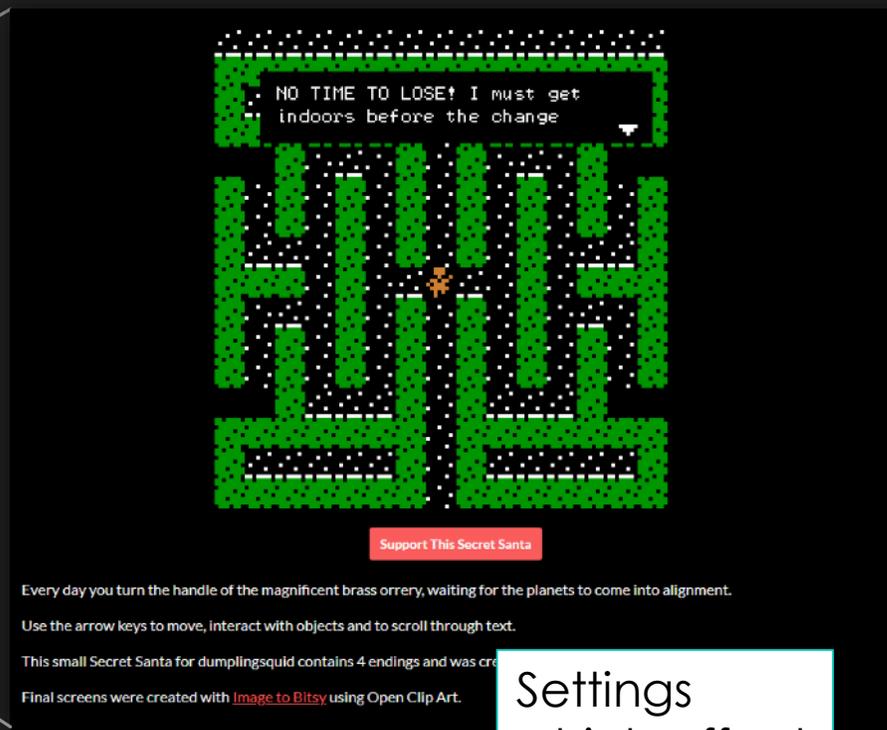
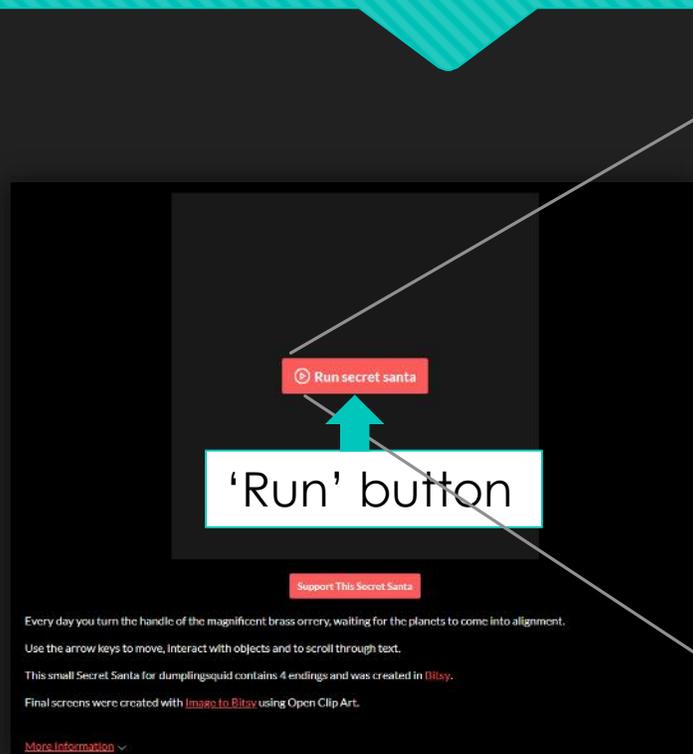


Isak Grozny, *dripping with the waters of sheol*, Ink, 2017,
<https://ladyisak.itch.io/sheol>

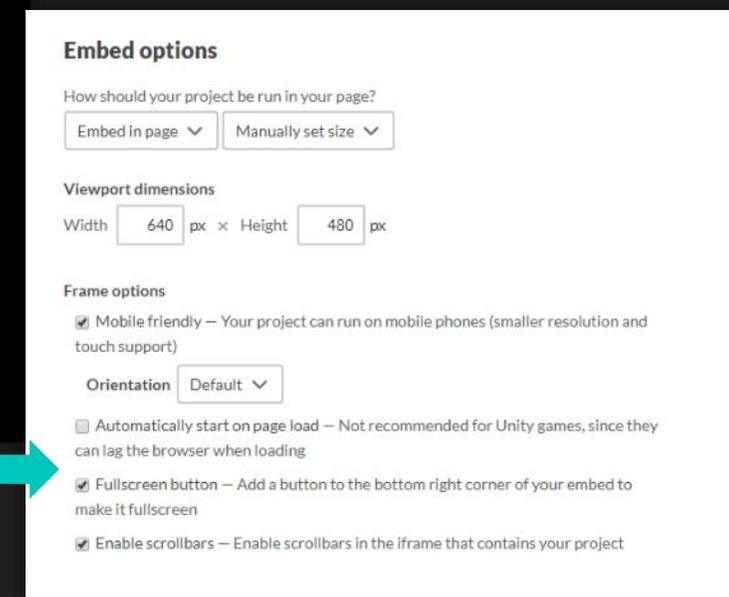
Collect & QA: Multi-modal



Collect & QA: Avatar-Based



Settings
which affect
capture



Ash Green, *Changes: A Mysterious Tale*, Bitsy, 2018,
<https://ashg.itch.io/changes-a-mysterious-tale>

Collect & QA: Contextual Information

UK WEB ARCHIVE
preserving all websites

You are here: Home > Open UK Web Arch

Enter Web Address: All

Resource Not In Archive

The Resource you requested is not in this archive.

Next steps

You may also wish to try:

- Searching all pages under <https://6p0d54.saf.livcdn.net/hi/154219404/>
- Using the search bar
- Seeing if other websites have back copies of the URL

Support This Game

Have you ever scuba dived? Now it's your opportunity to do it! Reincarnate you in a seahorse and plough t

Game Design: Marina Díez
Composer: Marina Díez

More information ▾

Comments

Capture failed

Creator description & specifications retained

Comments

Log in to [write a comment](#).

[Add to Collection](#) [Related games](#)

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[Add to Collection](#)

[Related games](#)

[Log in](#)

[Log out](#)

[Add to Collection](#)

[Related games](#)

User comments retained

Marina Díez, *Aquarium*, Bitsy, 2018, <https://ninfa.itch.io/aquarium>

Marina Díez, *The Forest: A Fable*, Bitsy, 2018, <https://ninfa.itch.io/the-forest-a-fable> (comments section)

Collect/QA Summary

Creation Tool	Additional Notes on Content	Recommended Capture Tool
Any	Works containing significant video, audio, or visual elements	Webrecorder (any browser)
Any	Work which requires a button press or text entry to start rather than a click	Webrecorder (any browser)
Twine	Most images in Twine works capture successfully with ACT, particularly if image URLs are added. Some may require Webrecorder if javascript or dynamic images are used.	ACT in the first instance, Webrecorder with any browser to eliminate issues with images, Webrecorder with Firefox v49 to eliminate issues with javascript
RPG Maker		ACT
Bitsy	If the work has an opening page which can be started by clicking, ACT will be able to capture successfully, if not, use Webrecorder	Click to start: ACT Arrow keys to start: Webrecorder
Inform 7	While Webrecorder is generally recommended for Inform 7, ACT can work equally well depending on whether it is click to start, or space bar to start, and where and how it has been uploaded.	Webrecorder (any browser)

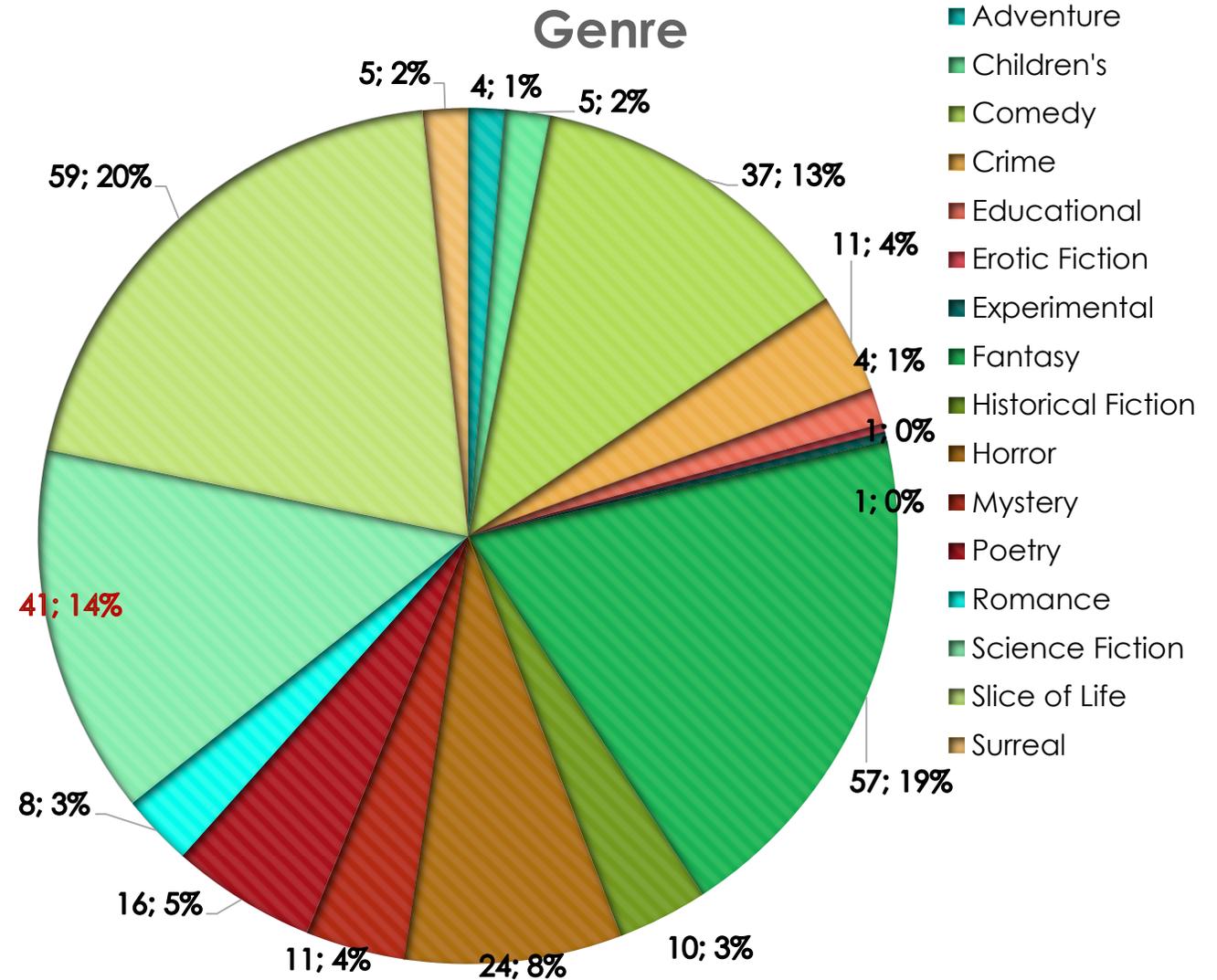
Creation Tool	Additional Notes on Content	Recommended Capture Tool
Emulated BBC Micro (online)		Webrecorder (any browser)
Adventuron		ACT
Ink/Inklewriter	Basic Ink works capture well with ACT, those which have been heavily customised may require Webrecorder	ACT in the first instance, Webrecorder with any browser to eliminate issues with styling such as dynamic or hover text elements.
Texture		ACT
ChoiceScript	Only compiled works can be captured fully, although any CS works can be captured to some degree with Webrecorder (Firefox v49)	ACT (compiled) Webrecorder (uncompiled – errors likely)
Flash		Webrecorder (Firefox v49)
Quest		Cannot be captured with either tool.
Genarrator		Cannot be captured with either tool.
Construct 2		ACT
Unity		ACT
Javascript Website	Depending on the nature of the dynamic content, it may be best to run the site through ACT to ensure CSS code, images, html index files etc are captured and follow up with Webrecorder to see if more of the 'feel' of the site can be obtained.	ACT & Webrecorder

Overall findings:

- Webrecorder:
 - 😊 Great for video, audio etc
 - 😞 Time-consuming, manual
- ACT:
 - 😊 Large scale, easily scheduled, automated captures
 - 😞 Limited success with some formats
 - 😞 Sometimes differences between QA output & live environment output

Analysis

- Top 3 genres:
 - Slice of Life
 - Fantasy
 - Science Fiction
- Genre-mixing very common



Analysis: Themes

Public Transport

Tea

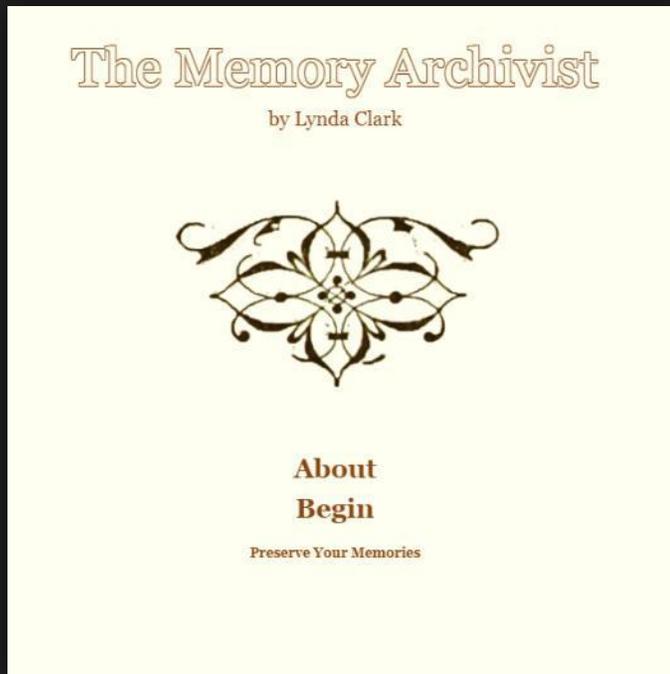
Mental Health

Pets (Cats)

Interactive Fiction (Metanarratives)

Creation

The Memory Archivist



Lynda Clark, *The Memory Archivist*, Twine, 2019,
<https://notagoth.itch.io/the-memory-archivist>

We used to walk past this data vendor on the way to and from school. They had a sweets printer there and when I was good, Mam would give me spare tokens for sweets.

*My sister never got any because she **felt we were too poor.***

*She had a part time job, but she gave most of what she earned to Mam. **Anyway***

We used to walk past this data vendor on the way to and from school. They had a sweets printer there and when I was good, Mum would give me spare tokens for sweets. One time it was really sunny and I was holding my token up to make it glint in the sun, and it slipped straight out of my fingers and rolled along the road and off the kerb and down a storm outlet. And you know what my sister did? she didn't say anything, just took some of her own tokens and went in and came back out with a big bag of fudge.

[End playback.](#)

JavaScript

Any JavaScript entered here will immediately run when your story is opened in a Web browser.

```
function clickCyclingLink(
texts");if(!("undefined"=
i=t[0];if("$"===i[0])i=get
if("out"===i)$e.remove()
[getHarloweVariable(n)]:[t
1]],$(e).hasClass("endedCy
if("goto "===i.slice(0,5))
(l=l.slice(1,l.length));va
storydata > tw-passagedata
r&&r.length>=1&&_engine.go
storydata > tw-passagedata
r&&r.length>1&&_engine.goToPassage(s)}}setHarloweVariable(a,t[0]),$(e).text(i),
$(e).attr("data-cycling-texts",JSON.stringify(t))}}function
return"undefined"!==typeof e&&"!"===e?"$"===e[0]?
_state.variables[e.slice(1,e.length)]:_state.variables[e]:void 0}function
setHarloweVariable(e,a){"undefined"!==typeof e&&"!"===e&&"undefined"!==typeof a&&
("$"===e[0]&&(e=e.slice(1,e.length)),_state.variables[e]=a)}var
_engine=Engine;window._engine=_engine;var
_state=State;window._state=_state,window.clickCyclingLink=clickCyclingLink,wind
ow.getHarloweVariable=getHarloweVariable,window.setHarloweVariable=setHarloweVa
riable;
```

The train is more quiet than usual on the way to work.

The election results won't be known until later in the day.

The speculation in the papers is that there will be a new government.

Maybe they will be able to fix the job market.

You've never paid that much attention to politics yourself because **you find it boring.**

It's going to be a **long day.**

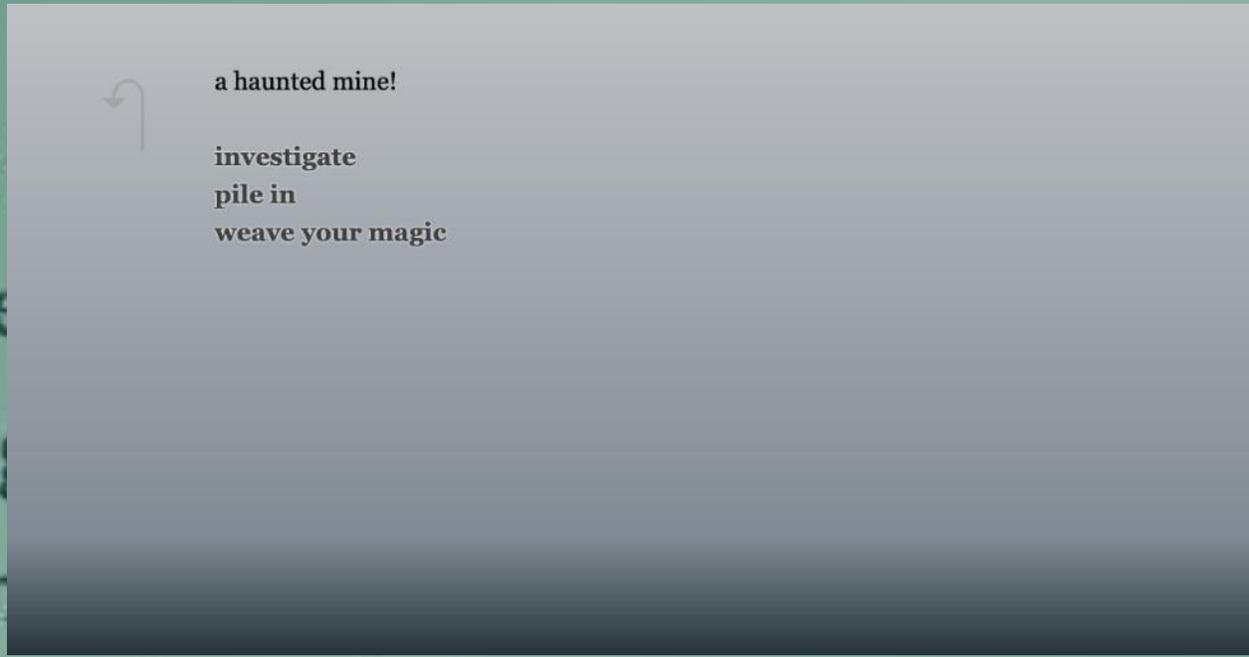
Recycling

(Background)
Json for link
cycling in
Memory
Archivist,
amended from
Ostrich by
Jonathan Laury
(foreground)

Ostrich, Twine,
2018,
<https://borntopootle.itch.io/ostrich>



I get the
little, the
terrifying
maglev r
shushing is just as **disconcerting**,
somehow.



Recycling

InGAME

Innovation for Games
and Media Enterprise

(Background)
Gradient
background in
The Memory
Archivist,
amended from
Brevity Quest
by Chris
Longhurst
(foreground)

Brevity Quest,
Twine, 2017,
http://springthing.net/2017/play_online/BrevityQuest/brevityquest.html



Thank you for listening!

Dr Lynda Clark

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