

ANSWERS: SECTION ONE

1. Which of the following statements does NOT demonstrate the concept of interactivity?
D) Reading a William Gibson novel from cover to cover
2. Which of the following is NOT an element of Conditional Branching?
D) The flow of interactivity is linked to “parallel arenas” or “free world loopbacks”
3. Norman Corwin is one of the great writers from the Golden Age of radio. One of his most famous radio dramas is titled: **A)** 50 Years After 14 August
4. The banter between actors William Hurt and Raul Julia in Hector Babenco’s film adaptation of Manuel Puig’s novel, *Kiss of the Spider Woman*, showcases one of the most important aspects of interactivity—the storyteller and audience co-creating the narrative.
A) I agree
5. Which of the following is NOT true of Narrative Structure?
B) Narrative Structure works by free association
6. Interactive programs often contain built in “interactive agents.” Which of the following best describes an intelligent agent?
A) The brain of an application which can trigger rollovers and unearth easter eggs
7. Circle the true statement (s):
D) A flowchart provides a graphic representation of interconnected nodes
8. Consider a design proposal being developed for an interactive game. Two writers are creating the project together as a writing team. One writer develops the premise and structure. The other writer develops the technical highlights, marketing strategy, and character descriptions. What key elements are missing from the proposal?
A) A demo
or **B)** Interface methodology
or **D)** Walkthru / Navigation / Gameplay
9. Which of the following are FALSE statements about Interactive Screenplays?
B) Writers often use proprietary software programs to create them
or **C)** They use standardized page formats and structures (**“C” is best**)

10. Circle the false statement:

- A) *Wing Commander III* was written by Brian De Palma and Terry Borst
Wing Commander III was written by Frank De Palma and Terry Borst

11. Exploratorium Structure is best described as:

- B) Entertaining click-ons

12. Open Architecture allows for:

- A, B, C & D are all correct.**

13. Circle the true statement:

- B) Hypermedia is an active link between user and a node of information

14. Read the following story and pick the statement which best summarizes what you have read.

The Journeyman Project II: Buried in Time is a story about you--Agent 5, a likable player who, after being framed for altering the fabric of time and thrown in jail, must escape and traverse history to unravel the plot against you. We will know you have succeeded at the end of the interactive adventure when you gather all the evidence necessary to prove your innocence?

- C) This is a premise for an interactive CD-ROM game

ANSWERS: SECTION TWO

15. In line 11, “playfully” is a form of:

- D) Dialogue direction

16. Lines 16-18 can be described as:

- C) Action description

17. In line 2, (FR-2A-AUTO) is known as the:

- B) Address

18. Lines 12-13 can be described as:

- D) Dialogue

19. Lines 3 - 9 are known as:

- C) Scene & character description

20. This line contains a slugline:

- D) 2