

DESIGNING POST-HUMAN STORYWORLDS: INTERACTIVE AUDIO NARRATIVES

FILE NAMING AND STRUCTURE



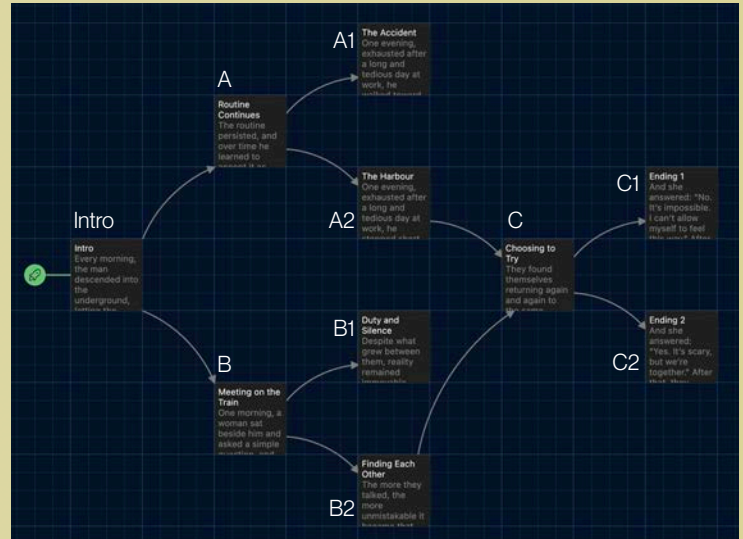
THE GOAL IS TO MAKE IT

EASY TO WORK WITH



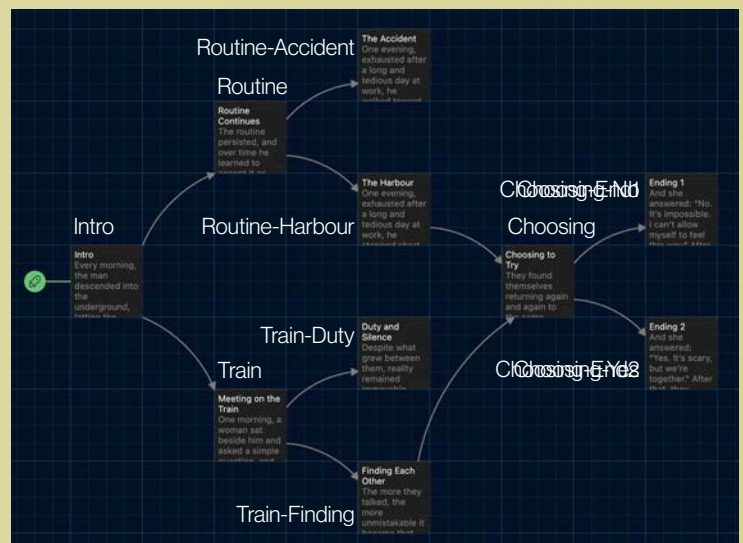
I USED...

- Intro
- A & B
- A1 & A2
- B1 & B2
- C
- C1 & C2



BUT, I SHOULD HAVE USED...

- Intro
- Routine & Train
- Routine-Accident & Routine-Harbour
- Train-Duty & Train-Finding
- Choosing
- Choosing-End1 & Choosing-End2
- Choosing-No & Choosing-Yes



THIS COULD HAVE ENDED WITH:

01_intro

02_routine

04_routine_accident

08_choosing

09_choosing_no

03_train

05_routine_harbour

10_choosing_yes

06_train_duty

07_train_finding