

A close-up, high-angle photograph of a wooden labyrinth. The labyrinth is constructed from light-colored wooden strips, possibly birch or maple, which are laid out in a complex, winding pattern on a dark, richly grained wooden surface. The strips are of uniform width and are joined at right angles to form a series of interconnected paths and dead ends. The lighting is dramatic, coming from the upper left, which casts long, soft shadows that emphasize the three-dimensional quality of the wooden strips and the texture of the underlying surface. The overall composition is geometric and intricate, symbolizing complexity and the journey through a maze.

Twine for the Labyrinth

Ollie Bridle, Radcliffe Science
Library, University of Oxford.
oliver.bridle@Bodleian.ox.ac.uk

UKRI Open Access Policy

- UKRI are major research funders (MRC, EPSRC, AHRC etc).
- Requires researchers to make journal articles open access.
- New OA policy in April 2022.



The problem

- The policy is complex for researchers to navigate!
- A researcher must understand -
 - The different types of journals they can publish in.
 - Different ways of funding OA publication.
 - Licencing of publications and rights retention.
 - Any other specific requirements of their funder.

There is no single route thorough the labyrinth!

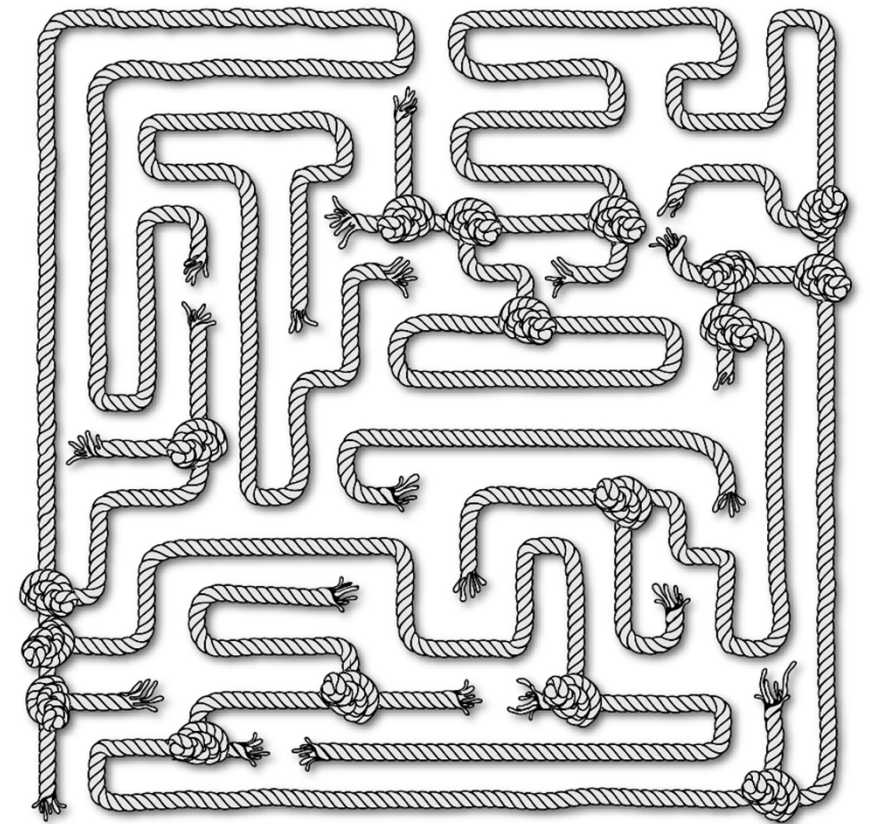


Image: <https://pixabay.com/illustrations/maze-puzzle-riddle-quiz-labyrinth-1560302/>

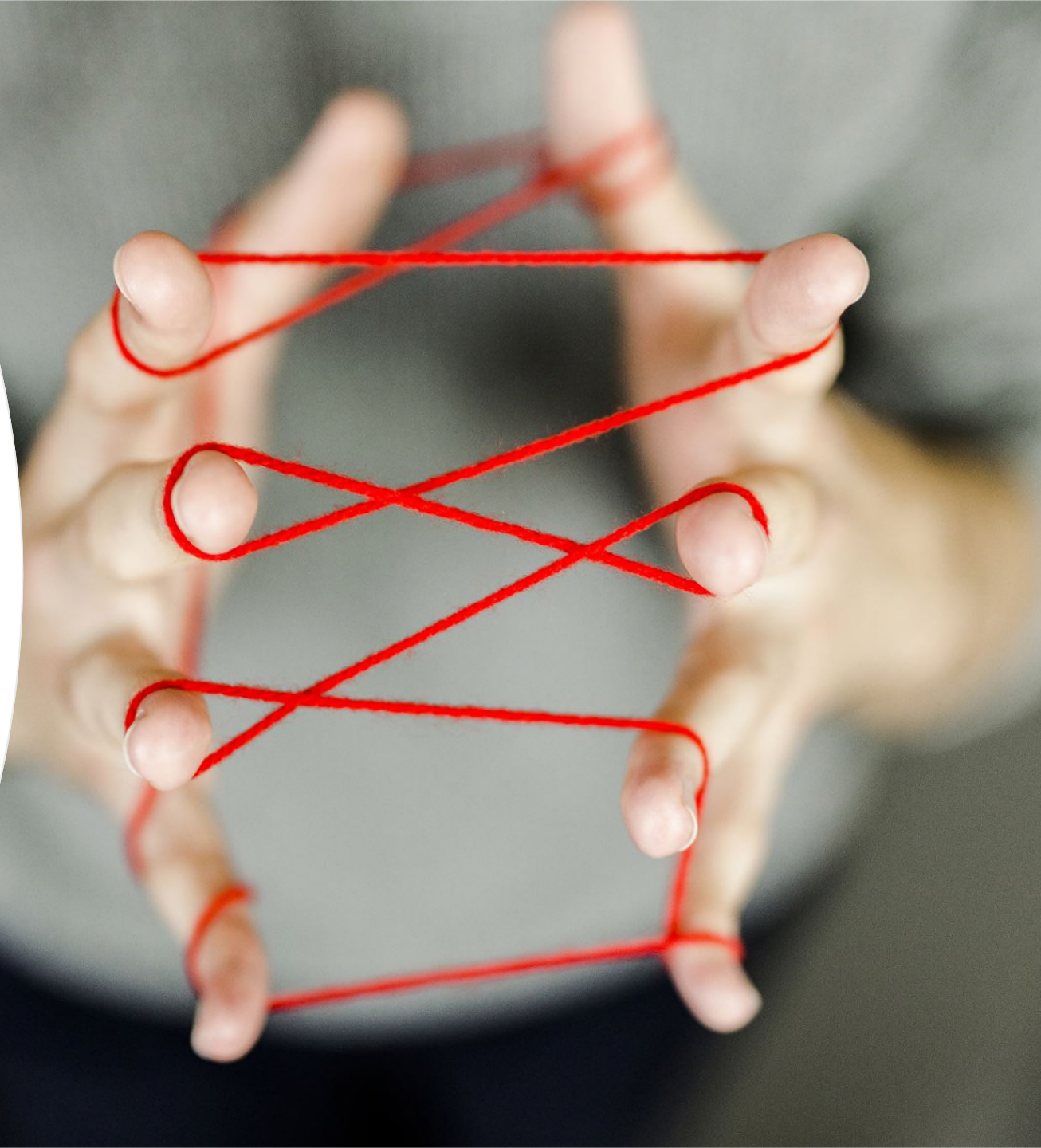
Helpfully unhelpful

- All the information about UKRI is on our Oxford open access website, but can be hard to navigate.
- We give briefings but it's a lot of information to get across in not very much time.
- Researchers can end up confused and frustrated.



Possible solution

- Create a tool which gives the researcher only the information they need and guides them step-by-step through the process.
- **Twine** – free, open-source software used to create interactive fiction.



Why use Twine?

Simple – you can learn the basics of Twine in a couple of hours.

Open-source – no fees, no licencing issues, reusable resource.

Maintenance – It is easy to update, correct, remove or add new sections.

Extendable – Twine can incorporate more options and interactivity.



Benefits to researchers



Only shows researchers what they need to know.



Presents information in a way that isn't overwhelming.



Empowers researchers to work through the publication process themselves.



Supports different routes through the labyrinth depending on what options the researcher chooses.

Links

- Twine software - <https://twinery.org/> (download the software and find links here to the Twine reference and Twine cookbooks to help you get started).
- Examples of Twine games - <https://itch.io/games/made-with-twine> (note that some of these are free, some are paid for games).
- Another 'library' application of Twine is the Research Data Management Adventure from University of Bath and the University of Stellenbosch - <https://library.bath.ac.uk/research-data/training-advice-contact/rdm-adventure-game>
- Books on Twine –
 - 'Writing interactive fiction with Twine : play inside a story' / Melissa Ford.
 - 'Make your own Twine games' / Anna Anthropy