

## WRITING & DESIGN QUIZ

The Killer Content Workbook

NAME: \_\_\_\_\_

DATE: \_\_\_\_\_

### DIRECTIONS FOR COMPLETING MULTIPLE CHOICE QUESTIONS - SECTION ONE

Click the box next to the best answer(s) (A, B, C, D). You may select all, none, or multiple answers (i.e. B & D are correct).

1. Which of the following statements does NOT demonstrate the concept of interactivity?
  - A) The active participation of a user in an application
  - B) Child-parent interaction during the reading of a bedtime story
  - C) Surfing the Web, landing on a music site, purchasing an audio CD online
  - D) Reading a William Gibson novel from cover to cover
  
2. Which of the following is NOT an element of Conditional Branching?
  - A) Something that happens only IF something else happens first
  - B) A series of author-defined paths branching off from a common starting point
  - C) The writer creates an illusion of user choice but has actually predetermined all paths
  - 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
  - B) Heroes of War
  - C) A Soldier Dead at 19
  - D) At Play in Fields of the Lord
  
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
  - B) I disagree
  - C) Films are linear experiences, therefore they are poor examples of interactivity
  - D) Actually, this a better example of a multiplayer viewing matrix
  
5. Which of the following is NOT true of Narrative Structure?
  - A) Narrative Structure contains a series of related and logically unified events
  - B) Narrative Structure works by free association
  - C) Narrative Structure contains, at its core, a story spine
  - D) Narrative Structure is used in projects that have a tale to tell

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
- B) A 25 year old CAA employee screaming into a cellular telephone
- C) The brain of an application which triggers ticking clocks, chicken eggs, and hints
- D) The memory of an application that processes sluglines and milestones

7. Circle the true statement (s):

- A) Dramatica Pro is one of the top-selling spreadsheet programs in the US
- B) Design proposals are glorified design documents
- C) A letter of intent is an address commonly found in linear screenplays
- 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
- B) Interface methodology
- C) Dialogue direction
- D) Walkthru / Navigation / Gameplay

9. Which of the following are FALSE statements about Interactive Screenplays?

- A) They use sluglines to indicate where and when the scene takes place
- B) Writers often use proprietary software programs to create them
- C) They use standardized page formats and structures
- D) Their scene descriptions specify period, place, people and props

10. Circle the false statement:

- A) *Wing Commander III* was written by Brian De Palma and Terry Borst
- B) *Myst* is a Free World adventure game
- C) *You Don't Know Jack* is an interactive game show
- D) GOTO is a command commonly used to point readers to another location in a document

11. Exploratorium Structure is best described as:

- A) An ideal environment for switching between character perspectives
- B) Entertaining click-ons
- C) Procedural modules nesting in loopbacks
- D) Interactive theater such as the stage play, *Tamara*

12. Open Architecture allows for:

- A) Wide freedom to navigate
- B) Multiple story paths
- C) 3-Act story structure
- D) Critical objectives

13. Circle the true statement:

- A) Hypermedia is a nervous condition that strikes 1 out of 4 interactive developers
- B) Hypermedia is an active link between user and a node of information
- C) Hypermedia is powerful because it links Intranets better than distant servers
- D) Hypertext is the secret ingredient found in Mama Celeste's String Cheese

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?

- A) This is a slugline for an interactive episodic Web program
- B) This is a sample of a linear media transition
- C) This is a premise for an interactive CD-ROM game
- D) This is a scene description depicting period, place, people and props

**QUESTIONS 15-20 LOCATED ON NEXT PAGE**

**DIRECTIONS FOR COMPLETING SECTION TWO**

After reading the interactive screenplay excerpt, you may select what you think is the best answer to each question. Choose A, B, C or D. (Note that each line of the passage has been numbered from 1 to 17 for identification purposes only).

Line   Passage

1. FADE IN:
2. INT. SPACE FREIGHTER - NIGHT (FR-2A-AUTO)
3. A spartan, almost military interior accommodates two recently  
4. engaged lovers. JAKE STRYKER lounges his two hundred pounds,  
5. spent and naked, beside a striking, well-toned beauty. SANDY  
6. AIMES traps one of Jake’s legs between her own. Long legs has  
7. Sandy. Powerful. A mane of chestnut hair falls thick over  
8. shoulders still wet with sweat. Jake leans past her, taps a  
9. cigarette from its pack.
10. SANDY  
11. (playfully)  
12. Surgeon General says those things  
13. will kill ya.
14. Jake flicks open his Zippo to a blue flame. Lights the tip  
15. of his cigarette when--
16. A BLINDING WHITE HOT LIGHT EXPLOSION ENVELOPS THE FREIGHTER,  
17. FOLLOWED BY THE ROAR OF A POWERFUL EXPLOSION, SENDING SHIP  
18. FRAGMENTS AND HUMAN BODIES THROUGH THE AIR LIKE RAG DOLLS.

15. In line 11, “playfully” is a form of:
- A) Premise
  - B) Transition
  - C) Character description
  - D) Dialogue direction
16. Lines 16-18 can be described as:
- A) Scene direction
  - B) A slugline
  - C) Action description
  - D) An address
17. In line 2, (FR-2A-AUTO) is known as the:
- A) Slugline
  - B) Address
  - C) Exploratory indicator
  - D) Captain’s code
18. Lines 12-13 can be described as:
- A) Truline
  - B) Action description
  - C) Character emotion
  - D) Dialogue
19. Lines 3 - 9 are known as:
- A) Character & action description
  - B) Character & dialogue description
  - C) Scene & character description
  - D) Scene & methodology description
20. This line contains a slugline:
- A) 15
  - B) 10
  - C) 1
  - D) 2

**GO TO ANSWERS**