

Getting Started: ARIS 101 Workbook

ONLINE LINK FOR THIS DOCUMENT: tinyurl.com/arishowto

Goal: This basic how-to will walk you through building a simple interactive story using the ARIS Editor. You'll build your design using the online authoring tool (i.e., the ARIS Editor) and play it using the ARIS app on your iOS device.

NOTE: While this walkthrough provides step-by-step instructions for building something in ARIS, there are also callouts that provide additional information about how ARIS works.

Areas in blue (and labeled **STEP-BY-STEP**) are step-by-step instructions for building a game.

Areas in orange (and marked **DEEPER DIVE**) provide additional context and background related to what you are doing and why. You can skip these sections if you only want the step-by-step instructions.

To develop a more conceptual understanding of how ARIS works you should also reference the [ARS Manual](#).

STEP-BY-STEP

Requirements: What do you need?

- Laptop or desktop computer with Internet access
- iOS device (iPod, iPhone, iPad) running iOS 7.0 or later and Wi-Fi or cell service
- Appstore account so that you can download ARIS to your iOS device if it is not already installed

What will the tutorial cover?

- Creating an ARIS account
- Creating basic objects (Items, Plaques, Conversations)
- Giving Items to players

To create ARIS games you need to use the online authoring tool which can be found at arisgames.org/editor. To view or play things you created in the editor you need an iOS device that has the ARIS app installed. In other words, you *build* games using the ARIS editor, and you *play* games (both your own and ones created by other people) via the ARIS app on an iOS device. You can download the ARIS app via the App Store.

Overview: In this walkthrough you will create an historical story called Dow Day. Here is what your end story will look like. First, your player will view a Plaque welcoming them to 1967. Then, they will meet their editor (this will be a type of game object called a Conversation) who will tell them that they should talk to some protesters. Next, they will talk to some protesters (another Conversation) who will hand them a protest flyer (this will be a game object called an Item). Finally, they will see a group of protesters marching and chanting (this will be delivered via a Plaque containing an embedded video clip).

STEP 1: Create an ARIS account

STEP-BY-STEP

Create an ARIS Account (if you don't already have one)

1. Go to the ARIS Editor at: arisgames.org/editor
2. Click on "Register" to create an account
3. Create a username and password
4. Click on "Register"

STEP 2: Download the ARIS app

STEP-BY-STEP

Install the ARIS app on your iOS device via the App Store

1. Install the latest ARIS app on your iOS device via the [App Store](#)
2. While you don't need to log into the ARIS app now note that your username/password will be the same as the one you just created above for the ARIS Editor.

STEP 3: Create a new game - Let's start by **creating a new game** and adding some initial content.

STEP-BY-STEP

1. Go to the ARIS Editor at: arisgames.org/editor
2. Click on **"New Game"**
3. **Add a Title:** "Dow Demo" (You can make the title and description whatever you want and can always change it later).

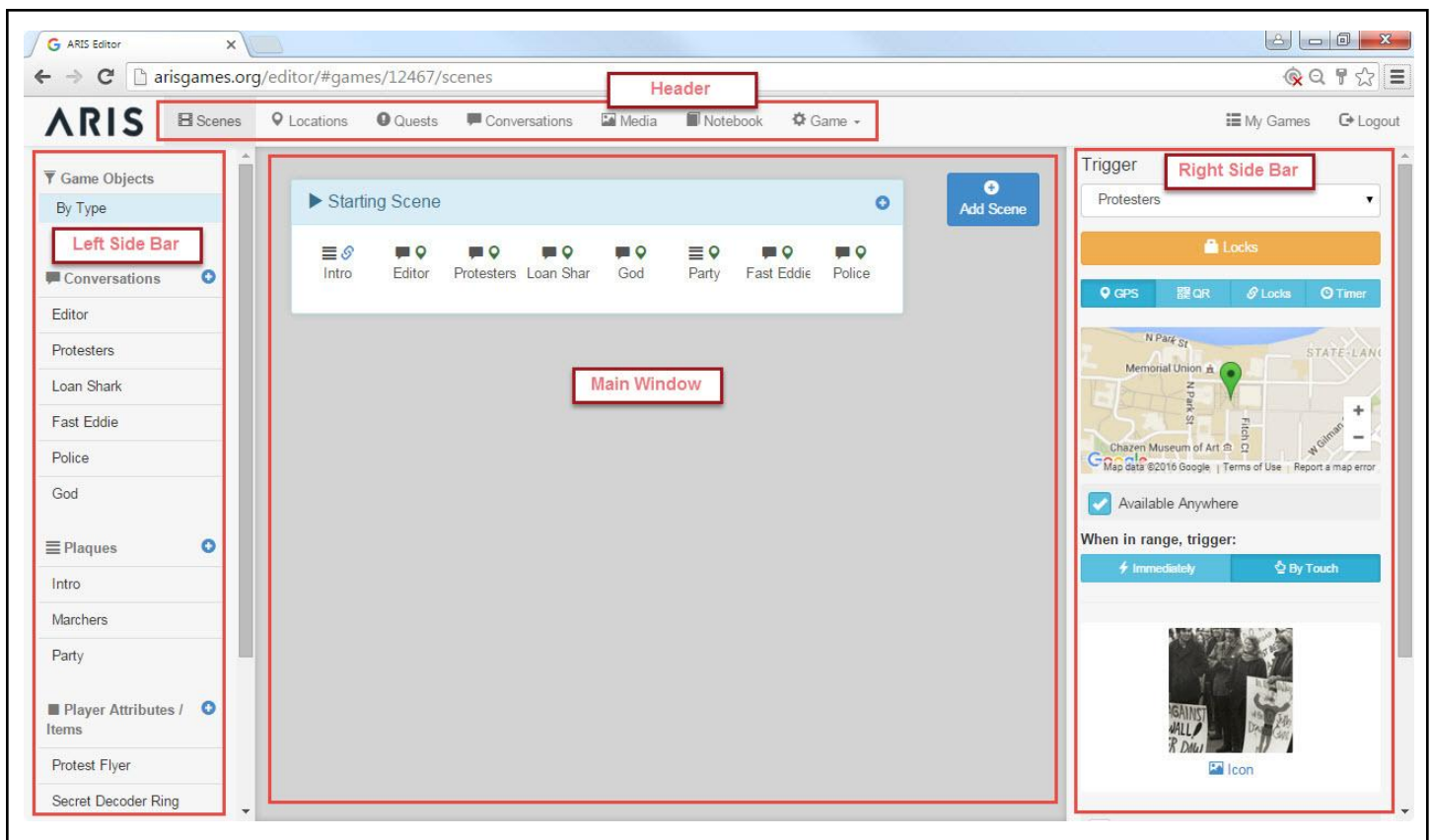
4. **Add a description in the text box:** “Look ma, I’m learning ARIS” or “My first situated documentary” or “It’s 1967. You are a reporter. Go get a good story!” Note that you don’t need the quotes.
5. **Save**

Create Game

Name

Description

NOTE: At this time your game **will be private** - i.e., only you will have access to it. Below you’ll learn how to publish your game, so that others can play it on their iOS device.



Screen Layout: ARIS Authoring Tool

STEP 4: Create an Introduction Plaque that will introduce the player to the game

Storyline: When the player starts we want them to see a Plaque that will introduce them to the game. The first thing you need to do in order to make this happen is **create a new Plaque**.

DEEPER DIVE

What is a Plaque? A Plaque is an object in ARIS that provides the player with different types of information. A Plaque can display a title, a description, or different types of media (e.g., images, audio, video). It is the most basic kind of game object.

STEP-BY-STEP

Creating the Introduction Plaque

1. Click on the **“Scenes” tab** in the Header.
2. To create a Plaque click the **+** button next to the **Plaques** title in the Left Sidebar
3. Fill out the form that appears.
 - a. **Name:** "Introduction"
 - b. **Text:** "It is October 1967. You are a reporter working for the Wisconsin State Journal who has been assigned to cover anti-Dow Chemical protests. Find your editor to get started"
 - c. **Skip an “Icon” or “Media”** (You’ll learn how to add icons later)
 - d. **Skip Continue Button Function**
 - e. **Save**

Edit Plaque

Name

Introduction

Text

It's December 1967. You are a reporter working for the WI State Journal who has been assigned to cover the anti-Dow Chemical protest at the University of Wisconsin. Find your editor and get started.




Icon
Media

Edit Events

Continue Button Function

Exit

Save Delete Cancel

DEEPER DIVE

What is an Icon? Icons are small graphics associated with an object. For example, when objects are viewed via the map, players see the Icon associated with the object. Each type of object (Plaque, Item, Conversation) has a different default Icon, but as a designer you can add your own Icons.

What is Media? Media includes audio, video, images that players can view when they interact with an object.

We'll cover how to upload and add media later in this tutorial.

STEP 5: Create a Trigger that will allow players to access the “Introduction” Plaque

DEEPER DIVE

What is a Trigger? - Triggers allow players to access objects. For now let's focus on the four basic types of Triggers.

- **GPS Trigger** - (default) A set of GPS coordinates an object is connected to. Typically, but not

exclusively, the player must physically travel to these coordinates to access the object.

- **QR Code Trigger** - A scannable pattern that an object is attached to. Typically, the player must use the **built-in scanner** in ARIS to scan this image in order to access the object.
- **Lock Trigger** - A Trigger that will be displayed on the screen as soon as any “locks” associated with it are met. If no “locks” are set (which is the default state) the object will automatically appear on the screen.
- **Timer** - A Trigger that will activate on regular set intervals (so long as all of the locks have been satisfied).

Note that “locks” are beyond the scope of this tutorial. You can learn more about them in the [ARIS Manual](#).

DEEPER DIVE

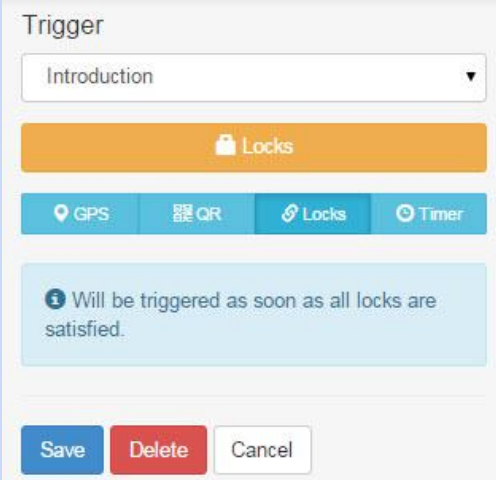
What is the Scenes Tab? The Scenes Tab is the main tab in the Editor. It is a visual interface used to design stories in ARIS.

What is a Scene? For now, think of a Scene as a container for a collection of game objects (e.g., Plaques, Conversations, Items). Instead of a long list of objects, Scenes help you visualize the structure of your game/story. A game must have at least one scene, but it can include multiple scenes.

STEP-BY-STEP

Now that you have created a Plaque called “Introduction”, the next step is to decide *when* and *how* players can access it. In this demo game we want the “Introduction” Plaque to show up as soon as the player starts the game. To do this, you’ll **set the Plaque Trigger to “Locks”**. You’ll learn about “locks” later, but essentially the “Introduction” Plaque will now show up on the screen right away because it is *not locked* (and it is not associated with a specific GPS location).

1. Click on the **“Scenes” tab** in the Header.
2. Click on the **+** next to the **“Starting Scene”**.
3. Click on **“Plaque”** and select your “Introduction” Plaque from the list. This will create a *Trigger* for your Plaque. The new Trigger will appear in the Starting Scene.
4. **Click on the newly created Trigger** (inside the Starting Scene). This will load the Plaque Trigger settings in the Right Sidebar (see image on right) which will allow you to specify when and how players be able to view it.
5. To make the Plaque appear as soon as a player starts the game, **set the Trigger to use “Locks”**.
6. **Do not** define any locks.
7. **Save**.



will

DEEPER DIVE

What is a “typical” workflow in ARIS? While it is a bit more complex than this, a typical workflow in ARIS goes like this. First, you create a Game Object (e.g., a Conversation, Plaque, or Item) using the left sidebar. Next, you need to make it so that players can interact with or access the object as part of the game. To do this you create a Trigger associated with the object in a Scene. For now, think of a Scene as a container for all of the objects that will appear in the your game. In other words, simply creating a Game Object in the left sidebar does not add it to your game. Instead, you need to create Triggers, so that players can access the objects. Triggers are created inside of Scenes. Once you’ve added a Trigger to a Scene, you can adjust the Trigger Settings in the right sidebar to set when and how players will be able to access the Trigger.

For example, say you have game where players need to walk to a specific location to pick up a gold coin. First, you would create the gold coin as an Item in the left sidebar. Then, you would create a Trigger for the coin by adding it to a Scene. Finally, using the Trigger Settings in the right sidebar, you would set it so that players could only trigger the coin if they were within 35 meters of it.

***** Now is a great time to **TEST YOUR GAME**. To do this, log in to ARIS on your iOS device (*using the same username/password you created for the editor*). Then, click on “Mine” in the bottom tab bar. Your game should appear in the list. When you start the the game (by clicking on “New Game”) the Introduction should pop up. *****

STEP 6: Create a Conversation, so that the player can talk to their editor

DEEPER DIVE

What is a conversation? A conversation is an interactive ordering of text and media. For now, let’s use the most basic metaphor for conversations; that they represent a discussion between a player and a virtual character. While it is beyond the scope of this demo, Conversations can be designed using a variety of other metaphors as well.

Each conversation is made up of three parts:

- **Characters** - The participants in your conversation. Characters are defined by their name and media (portrait/image). They are created in the left sidebar (with the (+) button) and can be associated with specific lines in a conversation.
- **Lines** - A line is text (or html including javascript) spoken by a Character. When a player sees a line, they also see the media (e.g., portrait) associated with that Character. A line can also “modify a player” by taking or giving items and attributes. Note that Attributes are not covered in this tutorial.
- **Choices** - After each line, you can give the player one or more choices. This allows you to create a branching dialog where players are given choices or options for how they want to respond. Choices contain a **prompt**, which appears as a button when players look at it on their screen. **Actions** are what happens when the player makes a particular choice.

To learn more about Conversations: <http://manual.arisgames.org/editor/conversations>

Storyline: After viewing the Introduction Plaque, the person playing your design will talk with the Editor. The Editor will be the first person the player meets. First, he will ask the player if they are ready or not and the player will have the choice of saying “Yes” or “No”. If the player answers “Yes”, the Editor will task them with interviewing some protesters.

STEP-BY-STEP

Creating the Editor Conversation

1. From the **Scenes** Tab, click the **+** on the Left Sidebar next to **Conversations** to create a new Conversation.
2. **Name** the Conversation “Editor”. No other options are needed.
3. **Save**
4. **Add the Editor conversation to the Starting Scene** by clicking the **+** to the right of the “Starting Scene” title and then selecting “Conversation” and choosing the “Editor” from the list.

STEP 7: Write the text that will be part of the Editor Conversation

STEP-BY-STEP

Start by creating the Characters who will be part of this Conversation - i.e., the player and the editor. Note that the player is automatically added to the Conversation. So, you'll only need to add the editor.

1. **Click on the “Editor”** in the Left Sidebar (under Conversations)
2. Click on **Script Editor**
3. Click on the **+** in the Left Sidebar next to Characters.
4. Create a new character
 - a. **Name:** Editor
 - b. **Title:** Editor
 - c. **Media:** Skip for now
 - d. **Save**

You should now have two Characters (or people) associated with this Conversation. One is “You” (which is actually the player) and the other is the “Editor”.

Now that you have characters, you can begin building the dialog tree - i.e., the lines of dialog and choices the player will see when they view the Conversation with the Editor.

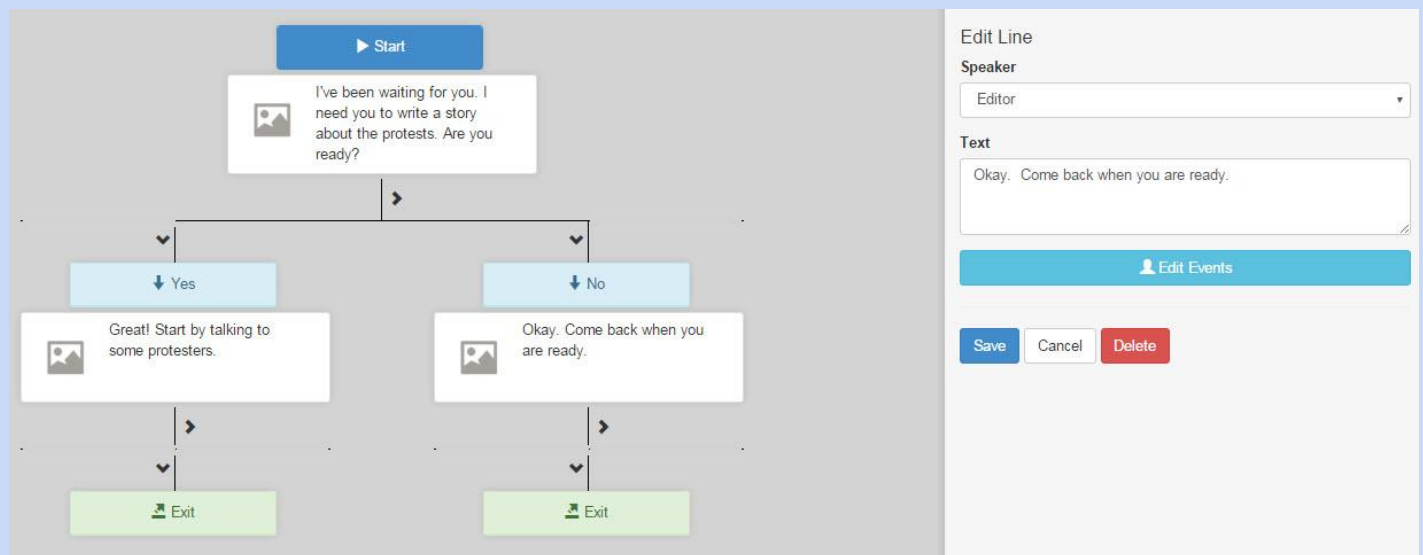
5. **Build a New Conversation**
 - a. **Click the + above “Start Conversation”.** This will give you a white box, which is where you will eventually type the first line that is spoken in the Conversation. Notice that you'll also see a black line that points down to a green box that has “Bye-bye” written in it. The green box represents the choice the player has after reading the first line. At this point, there is only one choice for the player to make. If a player viewed this Conversation in ARIS (on their iOS device), they would meet the Editor and he would say “Hello”. The player would

then be able to click on “Bye-bye” to exit the Conversation. Let’s change this, so that it makes more sense.

- b. **Click on the first white box.** This box represents the first line the Editor will say to the player when they meet him. Enter the following in the Right Sidebar in the Edit Line box.
 - i. **Speaker:** Editor (i.e., who is saying this line of dialog?)
 - ii. **Text:** “I’ve been waiting for you. I need you to write a story about the protests. Are you ready?”
 - iii. **Edit Events:** Ignore this
 - iv. **Save**

Because the editor asks the player a question (“Are you ready?”), let’s make it so that the player can answer “Yes” or “No”. Since your Conversation currently has only one choice for the player to make, your first step will be to add a new branch or choice.

6. **Add a new dialog branch** to the Conversation. To do this, click on the black arrow pointing right just under the white box.
7. Next, **click on the down arrow above the green box** that says “Bye-Bye”.
8. Now you should have two Choices (i.e., two blue boxes). Change these, so that one reads “Yes” and the other reads “No”. To do this click on the boxes and make changes in the Right Sidebar.
9. Continue and create the options dialog tree shown below.



Note that the light blue boxes are the buttons or prompts players will be able to choose from during the Conversation. In this case, the player can choose “Yes” or “No” when asked if they are ready.

STEP 8: Adding media to the Editor Conversation

DEEPER DIVE

How do I add media? There are three main steps involved in adding media to an ARIS design. One, you need to select and format the media so that it is the optimal size. Two, upload the media using the Media Tab in the ARIS editor. This tab serves as the central location where all of the media you plan to use in your design gets uploaded. Finally, once you have uploaded the media files, you can assign them to

specific objects (e.g., Plaques, Conversations, Items, etc.) within the editor.

For more information on media: <http://manual.arisgames.org/editor/media>

STEP-BY-STEP

1. Download Workbook Media

- a. Download the “[Workbook Media](#)” files onto your computer or a thumb drive and unzip them.
 - i. The web address for the download is: tinyurl.com/dowmedia.
 - ii. You’ll need to access these files later, so make sure you know where they are stored.

2. Upload the media

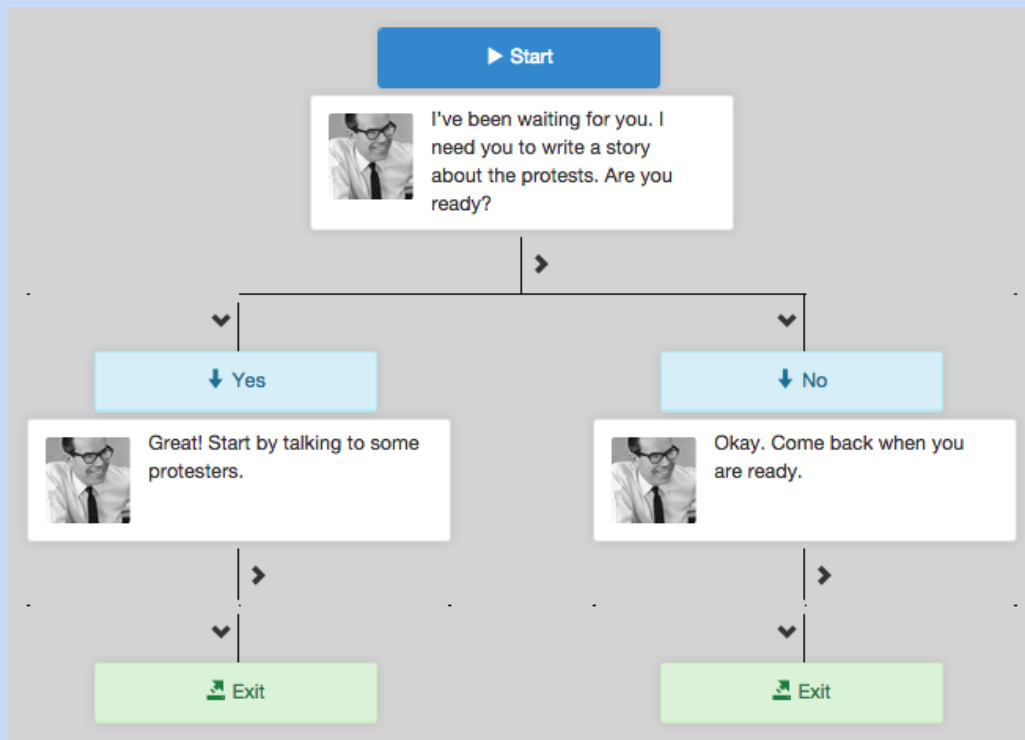
- a. Click on the “**Media**” tab in the Header.
- b. Click on the + button above “Upload Media”
 - i. **Name:** Editor
 - ii. **Choose File:** Locate and upload Editor.jpeg from the Workshop Media folder
 - iii. **Save**

3. Add the media to the Editor (Map icon)

- a. Click on the “Scenes” tab in the Header
- b. Click on the “Editor” in the Left Sidebar (under Conversations)
- c. Click on “Icon” and select the image of the editor
- d. Save

4. Add media to the Editor (Conversation)

- a. Click on the “Editor” in the Left Sidebar (under Conversations)
- b. Click on “Script Editor”
- c. Click on “Editor” in the Left Sidebar
- d. Click on “Media” and select the image of the editor
- e. Save



When you are done your Conversation should look like this.

STEP 9: Move the Editor to a specific location on the map

DEEPER DIVE

What are locations? One way that ARIS objects (Plaques, Conversations, etc.) can be triggered is by location. This can happen by either having the player **Physically** go to a location OR by having them **Touch** an object on the map. For the purposes of this demo you'll do the latter. To do this, you will use a Trigger Setting called "Available anywhere".

STEP-BY-STEP

1. Click on the "Locations" tab in the Header. We are working on changing this, but for now note that any objects you create are initially placed on the map in Madison, WI.
2. Click, hold, and drag the  icon on the map. This icon represents the Editor Conversation
3. Move the Editor to any location on the map. You can move it to a location near you, or you can place it on UW-Madison campus which is where the protests took place. Note that you can use the search box in the upper lefthand corner to switch locations on the map. To do so, simply type in an address or location.

**** Now is a good time to **TEST YOUR GAME**. When you go back into your game you should be able to use the "Map" tab (click on the icon with three lines in it in the upper right hand of the screen) and then zoom around until you see the Editor icon on the map. If you clicked on "Available Anywhere" when you set this character up in the editor you should be able to click on the icon to start the conversation ****

STEP 10: Create a protest flyer (that will eventually be give to the player by a protester).

Storyline: After talking to the Editor, the player will head over to a group of protesters who will hand them a protest flyer. The protesters will be a new Conversation, while the flyer will be an Item. First, you'll create the flyer. Then,

DEEPER DIVE

What is an item? Items are game objects that players can pick up, drop (on the map), and destroy (vs. simply visit and view them). Like Plaques, they include a title, text, media (image, video, or sound), and an icon. When players pick up (or are given an item), it appears in their Inventory. Images embedded in Items can pinched and zoomed.

STEP-BY-STEP

At this point let's create the Protest Flyer as an Item. Later we'll set it up so that the player is handed the flyer when they trigger a Conversation called "Protester".

- 1. Upload the media that will be associated with the Flyer** (i.e., the digital version of the flyer).
 - a. Click on the **"Media"** tab in the Header.
 - b. Click on the **+** button above "Upload Media"
 - c. **Name:** Protest Flyer
 - d. **Choose File:** Locate and upload Protest Flyer.jpeg from the Workshop Media folder
 - e. **Save**
- 2. Create the Item** (Protest Flyer): From the **Scenes** Tab, click the **+** on the Left Sidebar next to **Player Attributes / Items** to create a new conversation (See image on right).
 - a. Name: Protest Flyer
 - b. Description: Based on an original flyer handed out in 1967 at the protests
 - c. Weight: 0
 - d. Max Qty in Inventory: 1
 - e. Notify on Change: Checked
 - f. Droppable: Unchecked
 - g. Destroyable: Checked
 - h. Type: Normal
 - i. Tag: None
 - j. Upload Media: Protest Flyer.jpeg
 - k. Save

The screenshot shows the 'Edit Item' interface. The 'Name' field is 'Protest Flyer'. The 'Description' field contains 'Based on an original flyer handed out in 1967 at the protests.' The 'Weight' is set to 0 and 'Max Quantity in Inventory' is set to 1. The 'Notify on Change' checkbox is checked, 'Droppable' is unchecked, and 'Destroyable' is checked. The 'Type' dropdown is set to 'Normal'. At the bottom, there are 'Save', 'Delete', and 'Cancel' buttons.

STEP 11: Create a Conversation with a "Protester"

STEP-BY-STEP

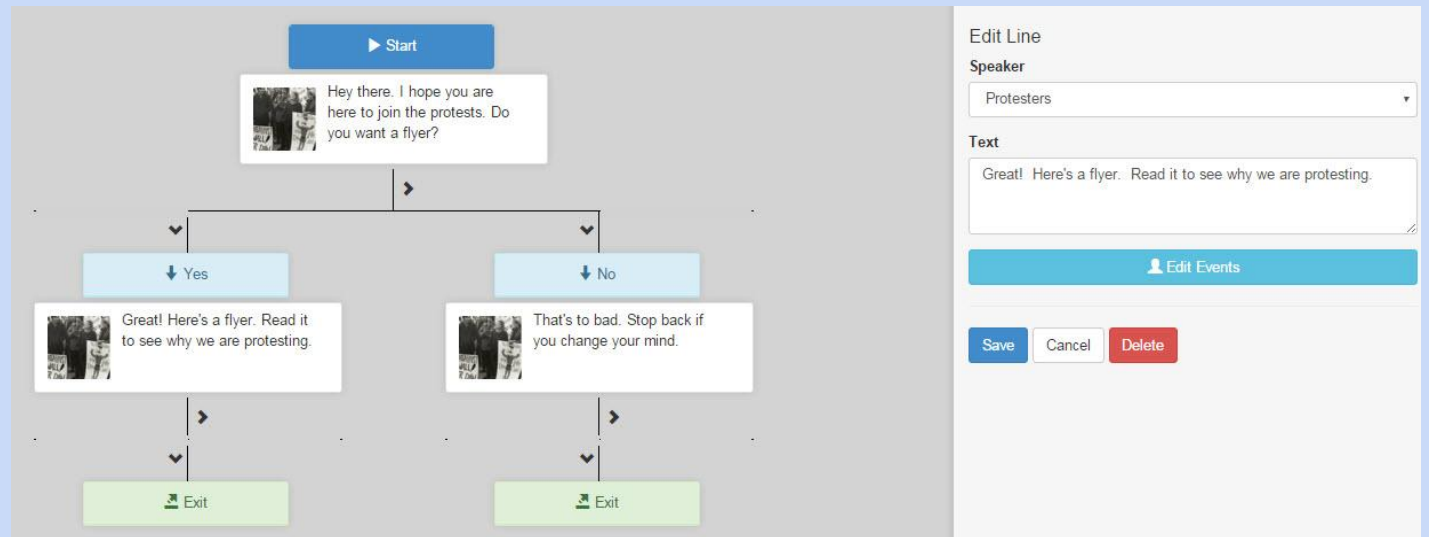
1. Upload the media
 - a. Click on the **“Media” tab** in the Header.
 - b. Click on the **+** button above “Upload Media”
 - c. **Name:** Protester
 - d. **Choose File:** Locate and upload Protester.jpeg from the Workshop Media folder
2. From the **Scenes** Tab, click the **+** on the Left Sidebar next to **Conversations** to create a new conversation
 - a. **Name** the conversation “Protester”
 - b. Click on Icon and set the Protester.jpeg as the icon
 - c. **Save** the Conversation
3. **Add the Protester conversation to the Scene** by clicking the **+** to the right of the “Starting Scene” title and selecting “Conversation”

**** **NOTE:** Notice that you can change the location of the Protester in the Right Sidebar. When you click on the Protester conversation within the Starting Scene, the Trigger settings will appear. Within the Trigger settings is a map. You can set the location of an object using this screen or using the “Locations” tab (found in the header) as you did above when you placed the Editor on the map. ****

STEP 12: Write the dialog text for the Protester

STEP-BY-STEP

1. Click on the “Protester” in the Left Sidebar (under Conversations)
2. Click on “Script Editor”
3. Click on the **+** in the Left Sidebar next to Characters.
4. Create a new character
 - a. **Name:** Protester
 - b. **Title:** Protester
 - c. **Media:** Select Protester.jpeg
 - d. **Save**
5. Click the **+** above Start Conversation
6. Click on the first white box. This will bring up options in the Right Sidebar.
 - a. **Speaker:** Protester
 - b. **Text:** “Hey there. I hope you are here to join the protests. Do you want a flyer?”
 - c. **Edit Events:** Ignore this
 - d. **Save**
7. Click on the black arrow pointing right. This will create a new dialog branch
8. Click on the down arrow above the green box that says “Bye-Bye”. Now you should have two prompts (i.e., two blue boxes). Change these, so that one reads “Yes” and the other reads “No”
9. Continue and create the dialog tree shown below. This is the same process you used when you created the Editor Conversation above.



Now let's make it so that the protester hands you a flyer if you answer "Yes"

10. Click on the white box under the prompt that says "Yes"
11. Set it so that this interaction modifies the player (in this case gives them an item).
 - a. **Click on "Edit Events"**
 - b. **Click on "Add Row"**
 - i. Action - Give to Player
 - ii. What - Protest Flyer
 - iii. Quantity - 1 (See image below)
 - c. **Save**

Player Modifier			
Action	What	Quantity	
Give to Player	Protest Flyer	1	Remove
Add Row			
Save		Cancel	

STEP 13: Move the Protester on the map. Place them somewhere near the Editor if you have not already done so (use the Locations tab).

STEP 14: Create a Plaque that contains a video

Storyline: After talking with the Protesters, the player will see some protesters who are marching on Bascom Hill. When the player finds the marchers, a Plaque will show the player a video of the marchers and chanting.

STEP-BY-STEP

1. Upload the media
 - a. Click on the **“Media” tab** in the Header.
 - b. Click on the **+** button above “Upload Media”
 - c. **Name:** Marchers
 - d. **Choose File:** Locate and upload Video_Marchers Bascom.3gp from the Workshop Media folder
 - e. **Save**
2. Click on the **“Scenes” tab** in the Header.
3. To create a plaque click the **+** button next to the **Plaques** title in the Left Sidebar
4. Fill out the form that appears.
 - a. **Name:** Marchers
 - b. **Text:** “Protesters marching”
 - c. **Icon:** Don’t add
 - d. **Media:** Add Video_Marchers Bascom.3gp
 - e. **Edit Events:** Don’t use
 - f. **Continue Button Function:** Don’t use
 - g. **Save.**
5. Click on the **+** next to the **“Starting Scene”**
6. Click on **“Plaque”** and select your “Marchers” from the list.

STEP 15: Move the Marchers (Plaque) to a specific location on the map AND test your design.

STEP 16: Test your final design

STEP 17: OPTIONAL - Publishing your game

STEP-BY-STEP

While you can play all of the games you create, you can only play other people’s games if they are “published”. Publishing a game basically means that you are making it public for other people to play. So, If you want other people to play your game, you need to do the following:

1. In the editor **click on “Game” and then “Settings”**
2. Under “Visibility to ARIS Client” **click on “Published”**

Some next things you might want to explore . . .

- Quests -- <http://manual.arisgames.org/editor/quests>
- Adding Locks -- <http://manual.arisgames.org/editor/locks>