**Worksheet for GDV talk by Heather Albano**

1. In your own words, explain the difference between a parser interactive fiction game and a choose your path interactive fiction game.
2. Name an example of a parser game.
3. Name an example of a choose your own path game.
4. Why does she say interactive fiction virtually died out in the mid-1990s?
5. Why does she say *poetry* is an important element of interactive fiction writing? What example does she use?
6. Why does she say that *ambiguity* is not only unavoidable but also necessary?
7. What’s important about *complicity*?