

We acknowledge that we are joining from the traditional, ancestral and unceded territories of the xʷməθkʷə́y̓əm (Musqueam), Skwxwú7mesh (Squamish), and səlilwətaʔ (Tsleil-Waututh) Nations.

Choose your own Adventure! Dynamic Branching Scenarios & Game Maps with H5P and AI Tools

Dr. Gabriela Birnfeld Kurtz
Dr. Sana Jamil



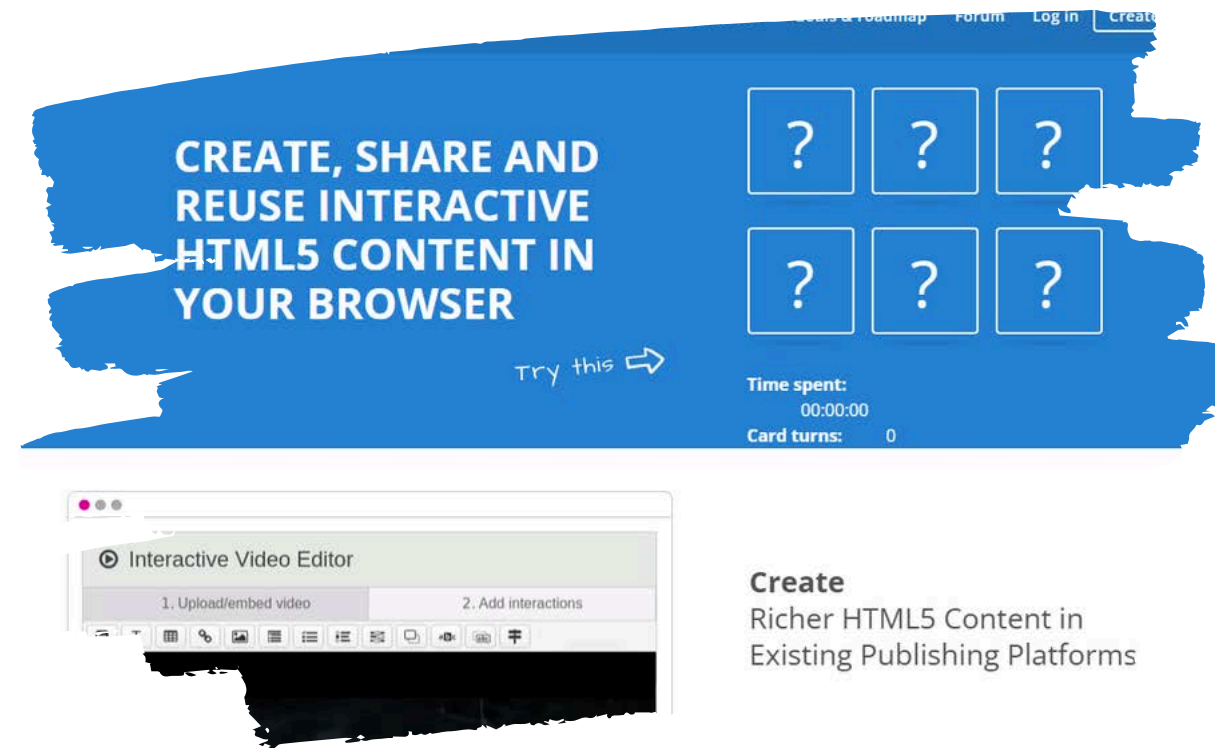
Agenda

- H5P account creation & Intro to H5P
- Creating Branching Scenarios with AI
- Creating Game Maps with AI
- Creating a sample (hands-on activity)
- Show us your work!
- Q&A



Create a free trial H5P account





Engaging Content

H5P offers interactive elements that make learning **active, self-paced, and enjoyable**.

Chunked Information

H5P allows for breaking down complex topics into **manageable pieces** for **better retention**. Keeps learners motivated and promotes active involvement in their learning.

Unlocking Curiosity with H5P

H5P is a powerful tool that **encourages exploration** in learning, promoting engagement and retention through interactive content that stimulates **curiosity**, **encourages problem-solving skills**, and enhances the overall learning experience for independent learners.

Formative Assessments

Instant **feedback** helps learners **consolidate their understanding** of the material.

1 / 2

Branching scenarios in H5P

Step 1

Create your story and branching scenario. Suggested tools: Gen AI (ChatGPT, DeepSeek, Copilot).

Step 2

Organize your story and create assets. Suggested tools: Miro (for flow creation), Canva (for asset creation), Pexels and Unsplash (for high res images to use).

Step 3

Create it in H5P.



Branching scenarios in H5P

Step 1 – Create your story and branching scenario.

PR Crisis Scenario Game

Branching Game - Crisis mania

My Content - H5P.com

Início - Canva

H5P-ETUG - Apresentação

mind map - Google Search

chatgpt.com/c/58266c7f-83c4-800a-aaa2-d92f9e9c65b5

ChatGPT 4o

create a branching scenario game script for H5P application based on the topic of public relations

Here's a **branching scenario game script** for H5P on the topic of **Public Relations (PR)**. This scenario is ideal for students learning about crisis communication, media relations, stakeholder management, or PR strategy.

Game Title: *PR Under Pressure – A Crisis Communication Scenario*

Objective: Navigate through a public relations crisis and make strategic decisions to maintain your brand's reputation.

Estimated Duration: 10–15 minutes

Target Audience: Undergraduate marketing or communications students

START: The Scenario

Text:

You are the PR Manager of EcoSip, a popular Canadian reusable water bottle company. A social media post from a well-known environmental influencer just went viral, accusing your company of greenwashing. The post claims that EcoSip's products are made in overseas factories that pollute heavily and mistreat workers. The hashtag #EcoSipExposed is trending, and major news outlets are beginning to pick up the story.

Question:

What do you do next?

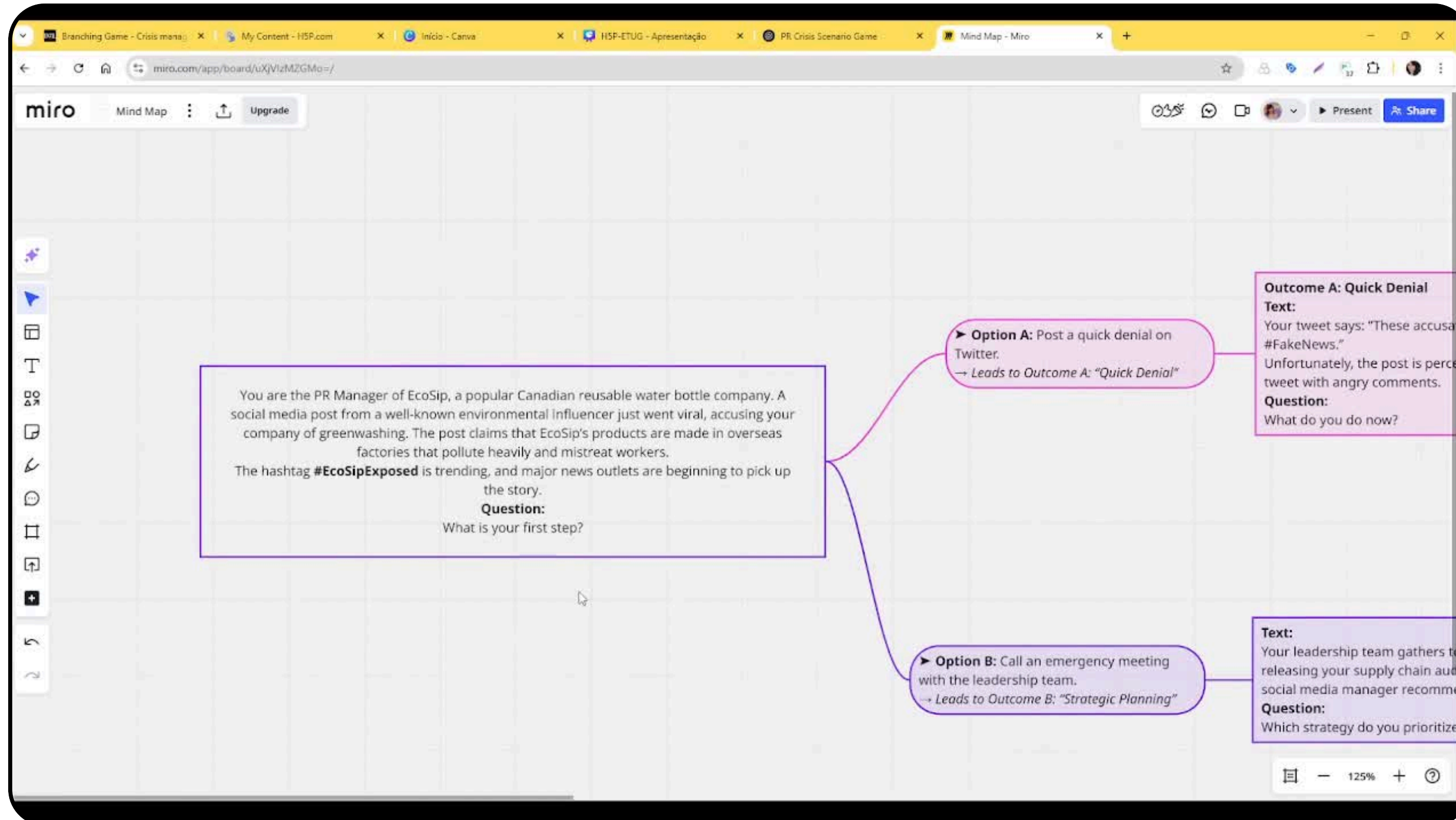
Ask anything

Search Deep research Create image

ChatGPT can make mistakes. Check important info. See [Cookie Preferences](#).

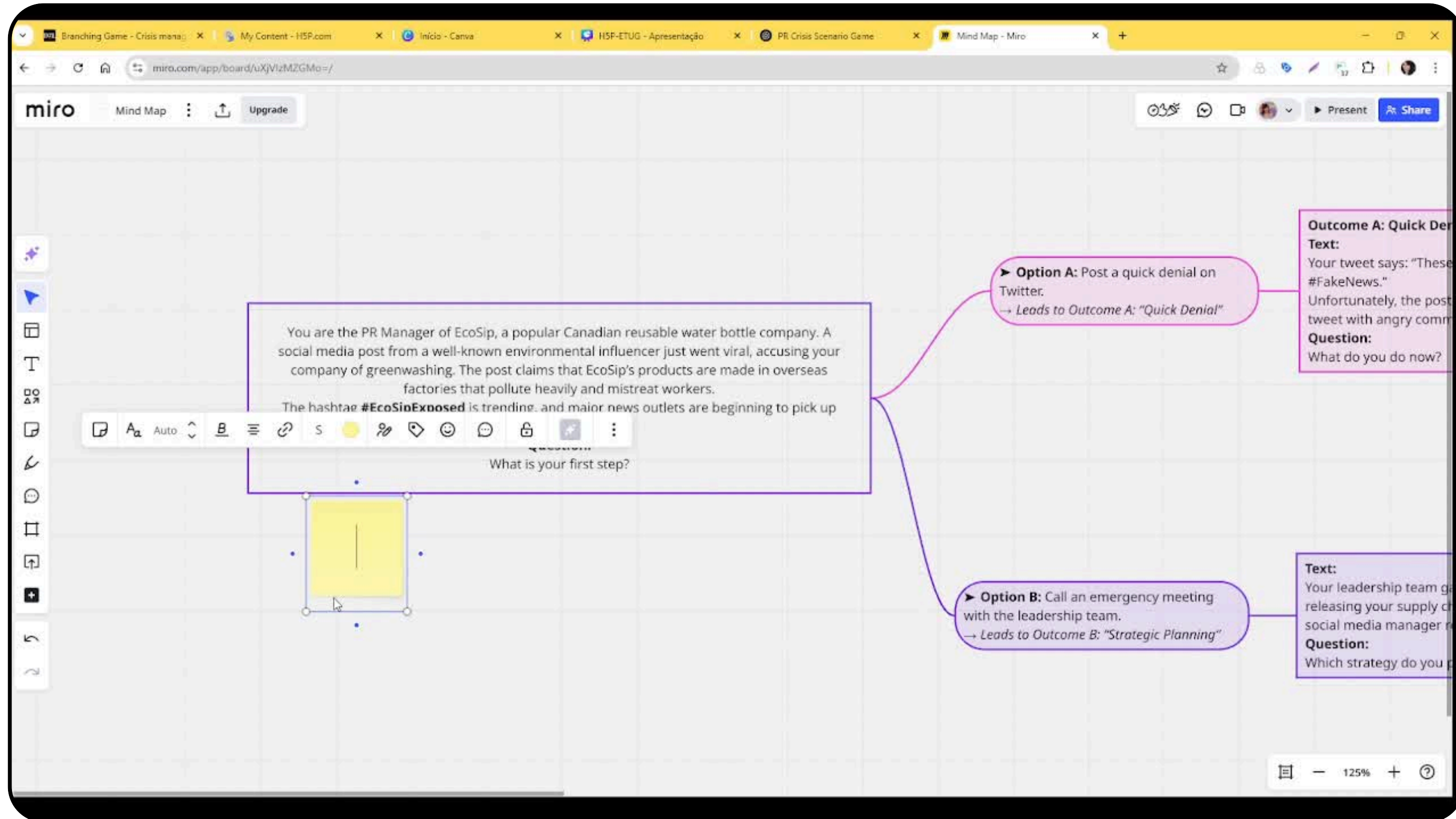
Branching scenarios in H5P

Step 2 – Organize your story and create assets.



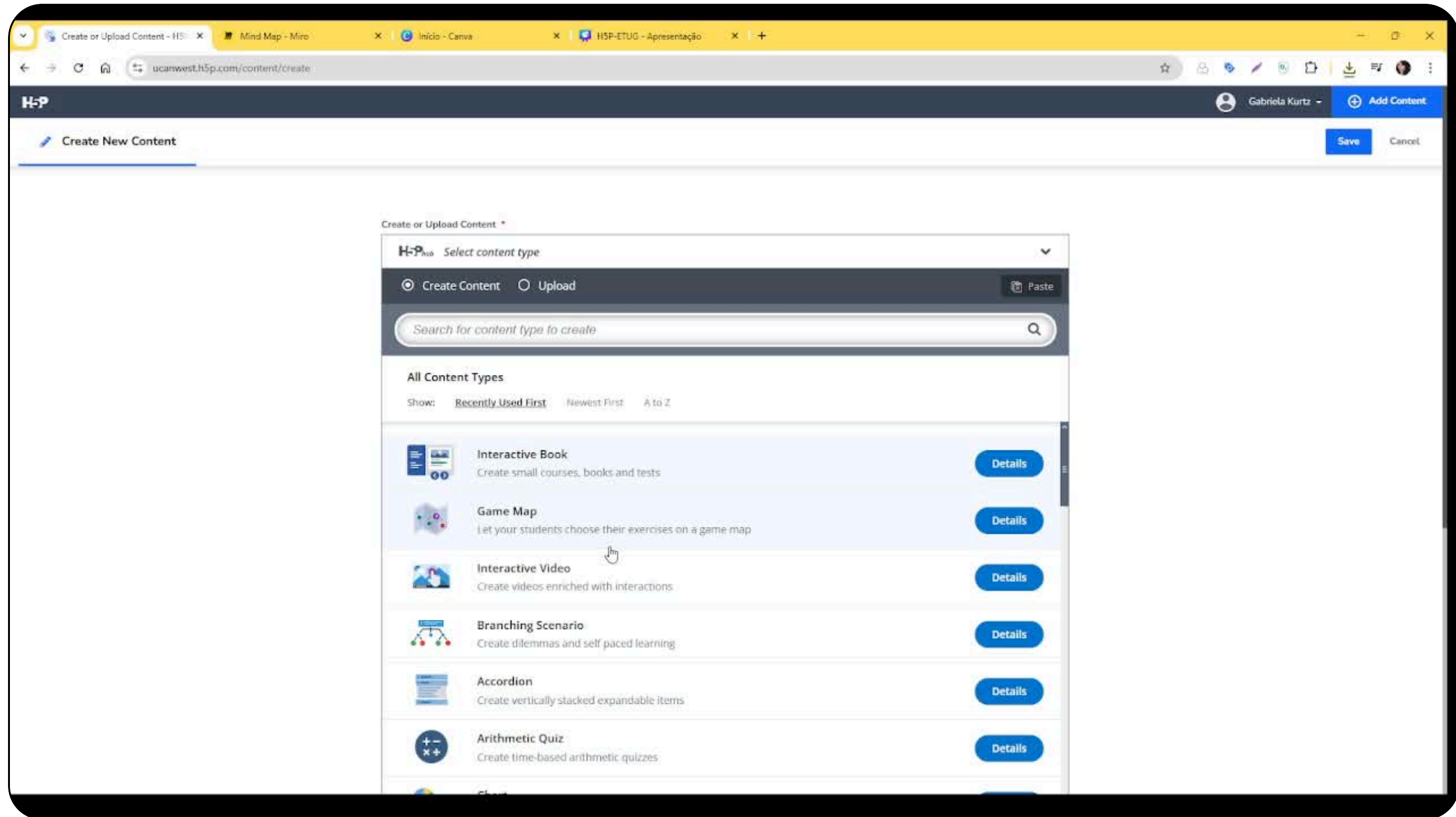
Branching scenarios in H5P

Step 2 - Organize your story and create assets.



Branching scenarios in H5P

Step 3 – Create it in H5P



Game Maps in H5P

Step 1

Create your game map structure. Suggested tools: Gen AI (ChatGPT, DeepSeek, Copilot).

Step 2

Organize your map and create assets. Suggested tools: Miro (for map creation), Canva (for asset creation), Pexels and Unsplash (for high res images to use).

Step 3

Create it in H5P.



Game Maps in H5P

Step 1 – Create your game map structure

The screenshot shows a web browser window with a ChatGPT chat session. The browser tab is titled "Mercosur Game Map" and the address bar shows a ChatGPT URL. The left sidebar contains navigation options like "New chat", "Search chats", "Library", "Codex", "Sora", "GPTs", "Books", "StudyTary", "Plenty", "New project", and a list of "Chats" including "Mercosur Game Map".

The chat history shows a user prompt: "Help me create a game map in H5P for an international marketing class based on latin america and the trade dynamics. Create 5 stages, and mix with activities like videos with multiple choice quizzes. Find relevant videos of 5-10 minutes that explain the history of Mercosur, the trends in the news, etc."

The AI response begins with: "Here's a draft of a 5-stage **game map** for your international marketing class using H5P, focused on Latin America's trade dynamics via Mercosur. Each stage features an engaging activity with embedded videos and quizzes."

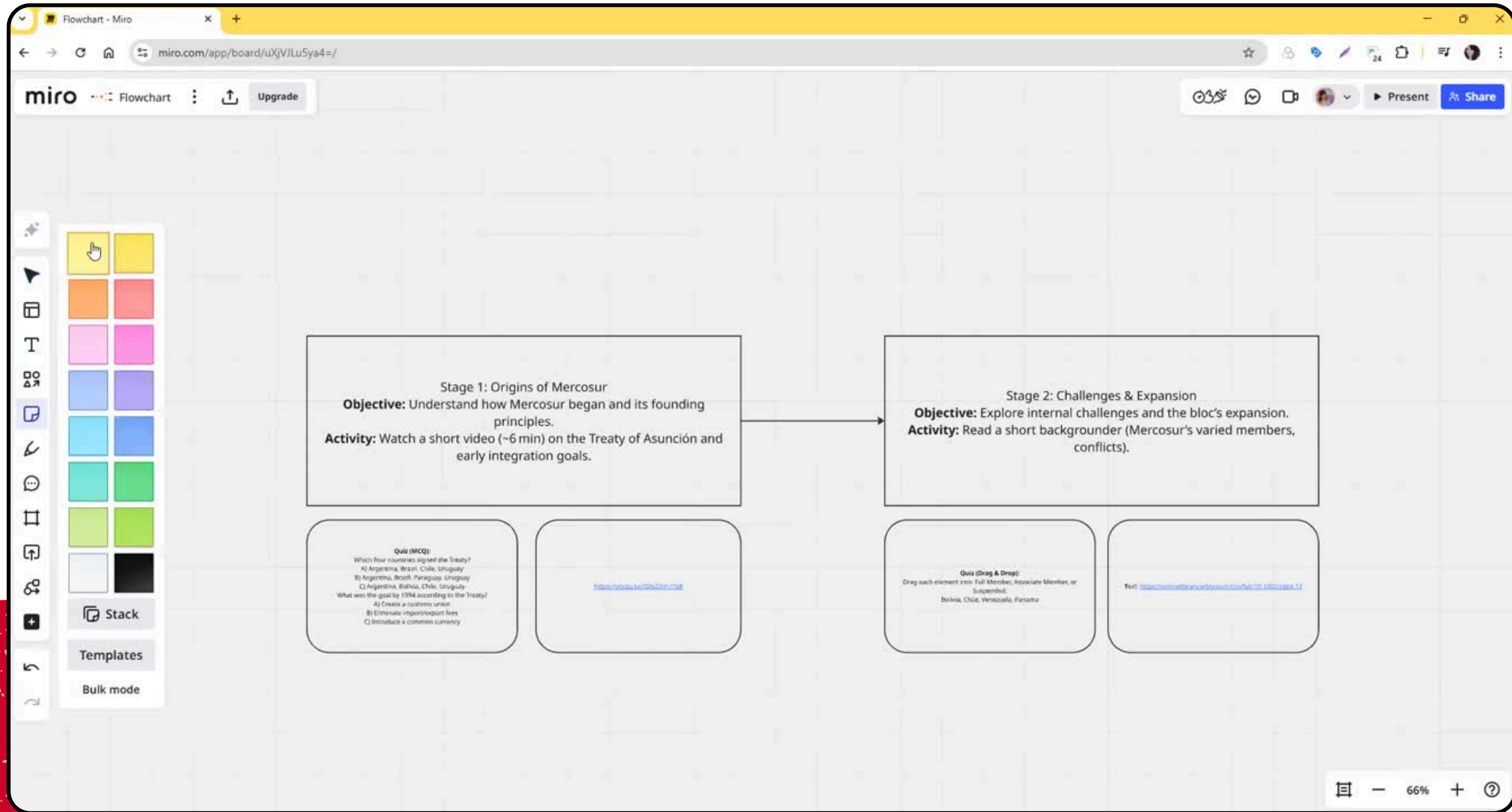
The first stage is titled "Stage 1: Origins of Mercosur" with the objective: "Understand how Mercosur began and its founding principles." The activity listed is: "Watch a short video (~6 min) on the Treaty of Asunción and early integration goals."

The video player shows a video titled "What is MERCOSUR? (South America's Trade Bloc Explained)". The video thumbnail features the Mercosur logo and a map of South America with the Mercosur member states highlighted in green. The video player includes a red play button and a download icon.

At the bottom of the chat, there is a text input field with the placeholder "Ask anything" and a "Cookie Preferences" link.

Game Maps in H5P

Step 2 – Organize your map and create assets



Game Maps in H5P

Step 3 – Create it in H5P

The screenshot shows the H5P.org 'Create Interactive content' page. The browser tabs include 'Inicio - Canva', 'H5P-Workshop - Apresentação', 'H5P Create Interactive content | H5P', 'Pricing - H5P.com', and 'Flowchart - Miro'. The URL bar shows 'h5p.org/node/add/h5p-content'. The page has a blue header with the H5P logo, a search bar, and navigation links: 'Examples & downloads', 'Documentation', 'Goals & roadmap', 'Forum', 'My account', and a 'Log out' button.

The main content area is titled 'Create Interactive content'. Below this is an information box stating: 'H5P.org provides a free service for **trying out H5P** before **installing it on your own site** or signing up for **H5P.com**. Be aware that all test content created on H5P.org is publicly available.'

The 'Select content type' dropdown is set to 'H5P Hub Game Map'. Below this is an 'Example' section with 'Copy' and 'Paste & Replace' buttons. The 'Game Map' configuration form includes:

- Title *** (with a 'Metadata' button): 'Mercosur Map'. A note below says 'Used for searching, reports and copyright information'.
- Show title screen**: An unchecked checkbox with the note 'If checked, a title screen will show up when starting.'
- Headline**: 'Optional headline for the titlebar.' The text 'Learn more about Mercosur and its countries!' is entered.
- Steps**: A sequence of steps is shown at the bottom. 'Step 1' is 'Background' (with a 'Background image' link below it). 'Step 2' is 'Game map' (highlighted in grey).

Other examples - Game Map



Activity

Step 1

Choose one H5P experience to create: Branching Scenario or Game Map - we will create breakout rooms for each experience.

Step 2

Use Gen AI to create your prototype. It does not need to be perfect, think of it as version 1.0!

Step 3

Create it in H5P. We will discuss in the wrap-up session!



Thank you! Questions?

Dr. Sana Jamil
(sana.jamil@ucanwest.ca)

Dr. Gabriela Birnfeld Kurtz
(gabriela.birnfeldkurtz@ufv.ca)

