Transcript for Choose Your Own Adventure! Dynamic Branching Scenarios and Game Maps with H5P and AI Tools
BCcampus EdTech Sandbox Series session hosted on September 10, 2025
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BRITT DZIOBA:
Welcome, everyone. This is our first EdTech Sandbox Series of our third run of the EdTech Sandbox Series, but our first for the 2025–2026 year, and I'm very excited to be welcoming Gabriela Kurtz and Sana Jamil for their first session today on Choosing Your Own Adventure! Dynamic Branching Scenarios and Game Maps with H5P and AI Tools.

SANA JAMIL:
I will share my screen and provide a brief introduction about ourselves. My name is Sana Jamil, and I work with the University of Canada West as an educational technologist. I'm also fairly new in B.C. I moved from Newfoundland, where I lived almost for nine years and that's where I completed my master's and my PhD in education and technology. I'm really excited to be part of events taking place here in B.C., over to you, Gabby.

GABRIELA KURTZ:
Hello, everyone. I hope you're having a wonderful morning or afternoon at Sana mentioned. So yeah, my name is Gabriela, but you can all call me Gabby. I am currently an assistant professor at the University of the Fraser Valley, and I have been working in higher education for the past nine years. I am also new to B.C., but also new to Canada altogether. I've been here for four years only. Time flies. I can't even believe it's like four years. But yeah, I've been working in higher education for a long time and working with educational technologies. This is something that I've always been passionate about even before the pandemic when no one even knew about what they were. So yeah, that's a brief introduction, but, of course, you're welcome to ask more questions if you would like.

SANA:
Awesome. Thanks, Gabby. Yeah, today's session is about choosing your own adventure and we will be focusing on game maps and branching scenarios with H5P and AI tools. And just so you know what H5P stands for. It's an HTML5 package. It's basically for people like myself who don't want to go into coding and make things interactive for our students by creating games and other interactive tools for educational purposes. Before we go further in, there's a quick icebreaker that we'd like you guys to participate in.

I'm just going to share my screen and you will see the joining instructions in the chat as well. You can click on the link and you can join the Menti from there as well. There's just a few icebreaker slides that you're going to go through once you're in. I'll just give a few seconds for everyone to join. You can give me a thumbs up if you're in. I see some thumbs ups coming in. Um, Awesome. Right. I'll move on with the next slide and people can keep joining. I'll have the QR code up as well.

So how are you feeling? Use the pin that you see on your device and place the pin on where you're feeling is more related to Nicholas Cage. It's basically on a scale of Nicholas Cage. How are you feeling? Have lots of excited. Carefree, relaxed. Awesome. There are two people with "bees!!!" I hope you feel

much more relaxed and carefree and happy towards the end of the session. That's what our goal is. All right. Awesome. That's great. We'll move on to our next slide. I've left the QR code up here if anyone wants to still join.

Right, since we just finished summer break, what makes it a perfect vacation? Kids are back to school. Everyone else is back to work. If they're on vacation, having one at all, no plans just rest.

GABRIELA: The only one here who's always on vacation is my cat here.

SANA:
Sunshine activities. No tech. I love the no tech part. Books. No thoughts about work. That would be no tech, I guess. Great company, awesome, good balance of fun and relaxation, water, beach, lots of water activities, Sunshine, good food, beach, no tech, beaches. Get away from responsibilities. That's a big one. Family time, fun, entertainment, no Outlook or Teams messages, absolutely. It's so hard to shut down, even when you're on your vacation, it takes a while to just let go of your teams. I mean, your work apps and stuff. But it's necessary. We all must make an effort to just shut down and make every minute count of that vacation. We have some more new locations. Laying down and doing nothing. Wow. No cleaning, someone else providing meals, purely time with family. That would be fun. No commitments or meeting, a great book, eat, rest only, good food. Awesome. Thank you, everyone, for sharing your perfect vacation ideas. Let's move on to our next slide.

How do you like your coffee? Well, if you don't drink coffee, you can always pin on the table. Just leave the pin on the table. I'm one of those people who are not very much into coffee. I'm more often a juice kind of person.

GABRIELA: I love my coffee, pitch black, which is yeah.

SANA: You're having right now.

GABRIELA: Really strong, strong as a punch on my face. That's perfect. [laughs]

SANA: Do you have a coffee machine? Gabby? No, no, I usually make drip coffee. Yeah. Very strong one.

GABRIELA: Chai lattes all day for me. That's for Britt on the chat. All right. Thank you, everyone for responding to this one.

Let's move on to our next question, which is now we are gradually going back to our session mode, which is, do you have an H5P account? There are some yeses and there are some no's, which is all right. Awesome. Okay, that's good. It gives us a sense of who we have in our audience today, who all are participating and you have an H5P account. That's great. Perhaps you have already tried branching scenarios and game maps and we can get more ideas from you when we're in our breakout room. There are some people who don't have an H5P account, which we will help you get one. All right. With this, let me just go back to our presentation and we will put the H5P account, um, the link where you can actually set up your pre account in the chat. So let me just go in presentation mode and go over the agenda.

Our main agenda for today's session is that we help you create the H5P account, give some intro about H5P, and then we show you how you can create branching scenario using AI, create game maps using AI, and then we will have some good dedicated time for hands-on activity because this is a Sandbox Series. So we want you guys to learn by doing and so we will get into the breakout rooms as we finish off the first three items and then we have a dedicated time for you guys to volunteer and show what you have created. Then of course, we have the Q&As that will be followed.

You can use this QR code to scan and start creating your H5P free trial account, or you can use the link which will be in the chat to click and start creating a free trial. If you're using a QR code, I'm guessing you're going to use your phone, which is fine. You can use your phone to set up your free trial, but we would want to, it would be better for you later on in the session to use your laptop or any other desktop, that would be better for you to work on creating content using H5P. But for creating an account that is completely fine, you can use your phone to start creating your account by scanning the QR code or using the link in the chat.

GABRIELA:
And it's good to remind you that with that 30-day free trial account, you don't need to add any credit card information, so there is no problem of you forgetting to cancel it, and then it's debiting from your account. And then you get all access to features and examples. So it's a really good way to start if you have never used that.

So yeah, and in the meantime, I would like to ask you know, if anyone here that already has an account would like to share how they are using it for what they are using it, while people are setting up their accounts, I would like to hear from one or two people about that. So do we have any volunteers? Just raise your hand.

SANA:
Yeah, because we did see that there are a lot of people who already have an account. It would be really interesting to know how you're using it for what purpose you're using because there are so many different H5P types that you can use in different contexts. It would be great to hear from you guys how you're applying in creative ways. Any volunteers? Davisha. Some people here are saying that depending on which university you're from, they already have accounts, so that's pretty good. So Centennial College, UVic, Camosun College, UBC. So here, many contributed in the chat. I create a synchronous online modules and then create interactive activities where students can test their understanding to see if they got it. That's really good. H5P is really good for asynchronous activities, especially because we're able to check a lot of their progress a lot better than traditional activities. Brit also shared here, "I've used quite a bit for BCcampus challenge series for instance, in our digital literacy challenge settings. Yeah, you can just check it out over here.

SANA:
That's great. She has shared the link. That's right, many of the institutions actually do have the H5P as part of their elements. For example, even at University Canada West, we use Brightspace, D2L, and we have the option of integrating it directly into our modules or content that we have inside Brightspace. It just makes it much easier to create content either inside our course shell or even log into our account outside the D2L platform. And the best part about it is that I think you can also link it to the grade book. I know that some faculty at our institution also use it for participation grade purposes or attendance

purposes, for example. But in general, um, we don't encourage it to be used as a summative assessment. Linked with the grade book, it's more on the formative site.

GABRIELA:
Yeah. We have some more contributions here from Serena, Serena at AFS, we use as instructional designers to create interactive content or learning activities within our LMS, Pressbooks, presentations, etc., and we also have used it for branches scenarios. Oh, nice. Okay. Then Emily mentioned that we have also used as part of our WordPress sandbox setup and through the Open Educational Technology Collaborative at school. Okay, great. All right. I guess we can move on.

SANA:
Yeah, no, I hope you guys have got some chance to, I mean, the ones who didn't have an account to create an account at this point. And, um, I know that it takes about maybe 3, 4 minutes to verify, you know, once you have entered your details, you can enter your institution name, your name, and it sends a verification email to your email and then you just click that and you're good to go. Hopefully you're set and ready. In general, H5P is a very good open source content collaboration framework, which allows you to create, share, reuse content in an HTML5 package within that framework and it's widely used in education, specifically in e-learning for making engaging activities like quizzes, interactive videos, presentations. And lots more. Especially the interactive videos, I think that's something that a lot of faculty members use, they in general do use YouTube videos for supporting the content that they are delivering. So instead of just giving the YouTube video and letting students decide if they want to watch or not, they have these interactive questions embedded using the interactive video feature in H5P, and that is one popular one where the video pauses and students are getting the chance to reflect and understand the content that is being offered in manageable pieces for better retention. I've already mentioned about the formative assessment. It gives instant feedback which helps learners consolidate their understanding of the material. In general, a very robust tool that is offering so much for us to explore and see how we can use it in different contexts. Okay, so with that, I will move on to our branching scenarios in H5P and go ahead.

GABRIELA:
Yeah. Branching scenarios are a really interesting feature. It's a very gamified feature where you can start having different scenarios for students so they can evaluate and make decisions. Those decisions will make it to different outcomes.

This example that I'm showing here is one that I created for my class focused on crisis management. Karen here found a nail in her burger, and you are a marketing manager, and you have to figure out what should you do? Should you stay quiet? Should you create an official statement saying that you're sorry, or should you call quality control to ask about the process and contact Karen? So really depending on the situation, the outcome is going to change. So it's a very interesting storytelling experience for students. And this one, for example, the person does nothing, and what happens is the situation with Karen aggravates.

And as you can see here, there's lots of decisions. Students can still go back and try to fix the situation by talking to Karen, and then what you can see here is the dialogue that was going through between the student and Karen. This story was created based on first my creativity, of course, I was thinking about a situation that is pretty common that happens on social media. But also, I used AI to help me develop the idea that I had. So pretty much detailing the texts, detailing the situations, bouncing ideas back and

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forth. And then I figured out, this is a really interesting way to use it. And yeah, we can go to the next slide.

So I pretty much created what I would say it's the step-by-step creation process that I went through. First off, the first step is creating a story and branches scenario. The suggested tools would be using GenAI. ChatGPT, DeepSeek, Copilot. I personally use ChatGPT just because I pay for the premium. But there's lots of different tools that you could use with GenAI. The key here is writing a really good prompt. So definitely giving very precise instructions will help not only asking for GenAI to give you the idea, but if you have anything specific that you'd like to feature in this game, for example, a text or situation that you would like students to evaluate, that would be amazing. The more detail your prompt is, the better it is. Then organize your story and create those assets. And go to the tool.

This is the example that I created using ChatGPT, creating a branching scenario game script for ChatGPT. If you tell AI that you're creating something for H5P, it already knows what they should do, which is pretty good. This one is a PR scandal, and here they have the different outcomes, option A, option B. They will give you the map right away, so you can see option A, option B, and what are the outcomes here? Of course, this is just the beginning. You can edit, you can detail as much as you want. But this gives you a really good head start of, what should I do? How should I create it? In this one, as you can see, they created a lot of different outcomes. Five or six outcomes. It is a more complex game creation. But that's pretty interesting because it gives you the main idea. However, it looks to me a little bit hard to visualize the game itself. If we can go to the next slide.

What I did is I used Miro, but you can even use pen and paper if you would like, and I copy and pasted the text here, and I put the option A, option B, what's the question? What's the outcome? Then I just organized and branched all the texts that AI generated, edited to my liking, and this created a full map of how the game should look like. If you are new to creating games in H5P, that's a really good way for you to see everything and see if it's making sense. Some of the things in the narrative could be improved and I did make some improvements based on what I see. This is the game map itself. This is what my branching scenario is going to look like, and this gives a lot more clarity when you're developing it. Then of course, organize the story and create assets. It's always good if you prepare before you go to the tool. For example, in this one, this is the opening slide. What are the assets that I need? For example, create an image of the post that went viral. This is what I need for my first slide. Then I will go for the next one. What image do I need? What exactly do I need for the second one? I used here just on some sticky notes, create a tweet of an angry customer. Just putting what are the different resources that I will need for my game. Here in the third one, put an image of a meeting room. Those are things. There you go. You have everything organized and planned out.

Then the next step is going to H5P and creating it. Once you start creating, you already have the map. It's just a matter of adding the content based on what you have on your map. So you can start with the course presentation. This is the beginning, this is the opening slide, and you just copy and paste the information. You can make it pretty if you want, but this is a very easy way for you to organize your story, copy and paste, and you already have the structure, so it makes the process a lot easier. The first time I created a branching scenario, um what I did is, I didn't create this map and it took me more than 8 hours total to do that. The second time, when I streamline the process, it took me less than 3. Definitely cuts the process.

Paula asked the question, In addition to images, what other assets can we incorporate? You can incorporate lots of different things. You can incorporate videos, you can incorporate audio. You can also incorporate questions in between here. Any resource that you have H5P, you can incorporate in those slides. You can be very creative with what you're doing. Once you create your first slide, you can also put the question and here you already have it. Then you just add the question here and you add the alternatives based on what you already have. Option A, option B, and those are the things available. At this point, it's just copying and pasting into the tool, and then you have the question that you asked and then the different outcomes. Once you have the outcome here, you can add another slide. And add the second option, the outcome that will happen here. For example, if you do a quick denial about the allegations, this is the situation that will happen. There you can see me struggling writing. I found the mechanics of creating it H5P most difficult. Yeah. That one is the most complicated one. What I would recommend is planning the game first, and then once you have it planned, it's just a matter of adding the questions, adding the different outcomes. As you can see here in this video, you're pretty much just adding the options A and B, editing the slide. You can also put the images that you created here. So for example, outcome A, outcome B. Understanding with each box, that is not intuitive. Yeah. My recommendation is first plan it and then go to the tool. But also there's lots of examples within the tool. Sometimes we can pick the example, we can reuse it, and then we can just edit inside the example if it's easier than creating from scratch. But this is how it looks like. You have all the outcomes, you have the questions, and each question will lead to different outcomes. Once you create a branching question, it's going to branch to two different alternatives. Um and then you can come up with those as well.

Samantha, thank you for contributing. You find the tutorials helpful. Yes, tutorials really help. And I'm more of a skip-the-tutorial person and just go through trial and error, but it's really up to your learning process. I pretty much test and see how it goes. But this is how your game is going to look like. You're going to put different questions, different outcomes, and by having this game organized, you're just moving back and forth, copying and pasting what you created. This makes the process a lot more streamlined, as you can see in this video, you're creating within 5 minutes. Of course, you can make it prettier, you can edit, but for sure, we're moving towards this.

Patricia mentioned advanced branching can help make different paths. Yes. Right now we're teaching the basic version, but of course, you can have different paths and you can even go back to the question. You can help the student go back to the question, change their answer, and maybe see what is the different thing that might be happening.

Jennifer mentions I've been creating my branching scenarios in Moodle using the lesson tool. Do you know what the time difference would be to use H5P instead? Do you think it's worth switching tools? I think it's worth trying and seeing what works best for you because I feel that they are very similar. But yeah, you can check all the different examples and tutorials over here. There's lots of examples for you to get inspired from. I think that Moodle Lesson Tool is pretty complete as well. So you could try and see which one feels more comfortable for you. Absolutely. Okay, we can move on to the next one.

Okay. Our second part is creating game apps. That's another very interesting tool. But before we have a question by Paula here: Is it possible to include a section where the students actually type into the branching scenario? No, it's not possible. They just have to choose from questions that are already asked to them. Yes. You're welcome. So for game maps, we streamline in a very similar way. First off, creating the game map structure and the same tools are suggested and then organizing the assets and created in H5P.

Let's move to our example here. This one is an example that I created for international marketing class based on Mercosur which is the Latin America treaty on commerce. So what I did is I asked ChatGPT, help me create a game map with some videos, resources, and they created a really complete version for me so I can start basing myself on. So yeah, they created stage one, two, three, four, and five, even suggested is questions that I can ask videos that would be interesting. It's a really good way to kick start your idea. Of course, just copying and pasting would be tricky. I would check for accuracy because one of the things about AI is, first, it's not really good for accuracy, it's good for probability. They are not going to check if the answer is correct or not. I would be really careful whenever you're creating something to check if the references actually refer to what the alternatives of a question are going for. I wouldn't just blindly believe in it because it has lots of hallucinations as well, but it's a good way to start your structure.

Then moving on here, organizing the map. Pretty similar. I put here the different stages. You have stage one. What is the quiz? What is the link, and what are the assets that I need? For the map, I need a South American map, something similar to this. So that's the base for my game map. And then on stage two, we can see that there are different resources as well. For this one, you can see that I just put two stages, but just to illustrate how I would organize it. So a box, different resources, and then having a sticky note of what should be added to that specific part. In this case, an image of the Mercosur meeting to illustrate. One of the things that I try to do is create this game app using h5p.org. What you see in the next video is the smaller version, I would say, the simpler version. If you don't have any accounts and you don't want to create your trial, you can also create an account using h5p.org, and you can create with limited features.

Here, as you can see, I created it using the 100% free version. They have limited features compared to the full version, but it's a good way if you don't have access to it. For creating a game map, one thing that you should know is that you need a background image, and for each part of the image, you can have a different stage. For this one, my first stage was a video. My second stage was a text that they can read about, and stage three would be a multimedia choice question. This question here was a very simple question, but this one was interesting because you can put images into it. Um, Yeah. I think it's just taking its time. Yeah. Here my question would be, which of these countries is not a full member of Mercosur? Then we just add the images here. Make sure that you are looking for accessibility. Always adding the alternative text just in case you have someone that is not able to see properly. And then just adding some different alternatives here in the question. One thing that is interesting about the game app is you can add any activities from any of the options from H5P. You can create a memory game. You can create an interactive video. You can create anything. Here you can just see that you need to connect stages. You drop the different dots here. And there's lots of different settings. For example, if the user is not successful, you can set a message for them saying, Try again, give it your best, or if they are successful, you can say, Well, done. And moving on to some other settings. You can also set lives for your students. For example, they can have three lives to test and test your knowledge. You can have time limits. I find time limits a little bit stressful. But you can have people roam freely through your map. You can have them completes to clear stages. You can have them see only unlocked stages. It makes the game a little bit more interesting. Once you save it, you will see what your experience looks like. There you go.

They start off with the video. You can also add questions here in the middle of the video to check their understanding. I had here a text that the students can read through. Then at the end, we have the final,

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multiple choice question as the game clears, and then they ask, which of these countries is not a full member of Mercosur? If they are successful, they will see the image of Well done. Very simple example, but this is pretty much how you create it and different possibilities for that.

SANA:
Awesome. Thank you so much, Gabby. That was great. This is another example of a game map, which is for the purpose of student orientation, new student orientation. Let me actually take you into this map on my H5P account. Give me 1 second as I go in here.

So here's the demo of new student orientation. You can add a video to the cover page or not add a video and add it over here. This is our university's president introducing students to the university, welcoming them to the university, and then once they're done from this stage, they move on to the next one. Again, they can move around freely. As you may have noticed, Gabby had a lock for one of her stage, whereas here, I've not put any lock. I've opted to let students move freely and explore any stage over here that they want to. Also this image over here was generated by our awesome instructional designer Samane who came up with this image using software, I think, Acrobat and I know she told me some names. But it's some software that she used to generate these 3D images of our university. Then basically, I just went in and I placed these marks of the different services for students. If they go on to Student Services for Campus, there are different services listed here. This was a very basic prototype that I created. You can always hyperlink all of these websites for these services. Then we have academic support. Financial and housing registration stuff, policies, international immigration support, and so on. So as they move to each of these categories, it gives a star mark, which means that they have already visited that particular service. That's one way of introducing students to the services when they are new to the campus.

We also have another example for the faculty, which is a new faculty orientation, and we call it Teaching Excellence and this is in this case, it's Part two. Again, we have a welcome video embedded over here where it's basically me talking and welcoming them from our office in Vancouver. You don't want to see me that twice. Then we have the Introduction to Theory, Community of Inquiry Theory, audio that is generated. Then we have our framework, the Purpose of the Theory. This is image slide. We have accordions. It just shows what else you can add in the game along with questions. Yes, there's multiple choice questions, crossword, true and false, and so on. But then there's also image slider presentation, accordion. Here is another example of knowledge that can be added over here. And it moves on to the next stage. Now, I'm going to close this and you will notice that there won't be any star mark because I didn't complete the question. Although I visited this particular stage, but I did not complete it, so it's not giving me a star mark, which I'm very disappointed about. I want a star.

Anyway, moving on to next one is the practical applications of the theory that I'm mentioning over here and then how it can be applied in Brightspace, social presence, cognitive presence, which is all aligning with theory. This is just another example of using game. I've heard from people, especially faculty, they don't opt for game map because they have this perception that I'm not creating a game, so I'm not going to be using it. But hey, you can actually make your course maybe that week, content into a game map. So they can visit, they can see the learning outcomes, they can see the theory that you're talking about for that week, and then how it aligns with the other activities that you have for that week. You can even generate a concept map.

For example, let me actually take you here into the notebook, which I was supposed to go over during the breakout room, but just quick overview here. So I added a YouTube video and then it generated a podcast for me, which is a very cool feature in NotebookLM, if you have not explored. If you have a Gmail account, you can just click here and scroll down and you will find NotebookLM here. All you need is a Gmail account in order to access this tool. And once an audio is generated, it's in the form of a podcast, like two people talking. What's more crazy is that it has an interactive mode. You can actually jump in as an audience and ask questions and they will respond to you, which is just mind blowing. I introduced this to my son and he was like, Oh my God, this is so cool because he was then able to, it's like your peer tutor. You're there, you're asking questions. Okay, what about that? Can you explain this further and so on. He would keep jumping in and ask questions with the host over there and the guest. That's really cool and I would encourage you to explore that if you haven't already. Also, it will generate something like this mind map that can be downloaded and then you can go back to h5p.com and include it in your game map. You can come in here, you can upload the podcast that was generated, even the mind map that was here, all part of your module for that week, let's say.

Okay, and we will be exploring this further as we go into our breakout room. So for now, our next steps and our mission should you choose to accept, is to choose one H5P experience, either branching scenario or game map. So let me actually make it a little bit more clear on the screen.

We will create two breakout rooms and you can select room number one, which would be a branching scenario, and Gabby will be there to guide you or room number two, game map, and I will be there to guide you. Then we're going to use GenAI like we just showed: Copilot, NotebookLM and so on. We'll be there to guide you and help you create your first prototype or if you have created many before, another prototype, and it says it does not need to be perfect, but think of it as version 1.0.

BRITT:
Thank you so much, Sana and Gabriela. I really appreciated this session. It was really cool to see. I've never seen the game maps part of H5P, so that's really great. I'm excited to try that out. Thank you so much. And I just wanted to note that we do have our next EdTech Sandbox Series coming up in October. So if you enjoyed getting a taste of the NotebookLM features that Sana showed, you can learn more about NotebookLM in October. And then if you're interested, we do have two calls for proposals open right now. We have the digital learning strategy form. That call closes next week on the 15th. So that's a provincial wide conference talking about EdTech, digital pedagogy, digital learning strategies. So highly encourage either attending, it's free, it's online or submitting a proposal. And then we also have our ETUG Fall Workshop or Educational Technology Users Group also free and online. And this year's theme is High Impact, Low Cost. So really digging into things like H5P that have open source components or WordPress or educational technology that's free or low cost and yeah or collaborative and that will be online on Halloween, and we do have proposals open until the end of September. I actually met Gabriela and Sana at ETUG in the spring in person. That's actually how we got acquainted. So it's a great community and an awesome event, so highly recommend attending. But thank you both so much. Yeah, we look forward to seeing a lot of you at our next session.