Branching Scenario Design Worksheet

Plan the graph, control the cost, and wire the tracking before anyone films. The companion article explains every line.

A. Design the graph - on paper, before the camera

- [ ] Write the objective as a judgment to practice, not a fact to recall
- [ ] Map setup -> confrontation -> resolution; one teaching point per decision
- [ ] Storyboard every node and edge in Twine (free); click-test it with the SME
- [ ] Make wrong choices plausible - the mistake a real, well-meaning person would make

B. Control the cost - branching explodes with depth

- [ ] Cap depth at 2-3 decisions; a 4th branch rarely earns its exponential cost
- [ ] Define the gold path: film the ideal route plus the most instructive wrong turns
- [ ] Re-merge wrong paths back to shared nodes so consequence clips are reused
- [ ] Count it: choices ^ depth = endings if fully expanded (3 ^ 4 = 81) - do not film that

C. Track the path - a choice is only data if the player reports it

- [ ] Emit an xAPI statement at EVERY decision (actor - chose - option), not just at the end
- [ ] Use the xAPI State Resource for resume (current node + path so far)
- [ ] If launched in an LMS via cmi5, set moveOn (Passed reached a passing ending)
- [ ] Plan path analytics: choice distribution, path frequency, drop-off

The build-vs-buy test before you commit

Branch only when the objective is a consequential judgment the learner must practice and getting it wrong in real life is costly or dangerous. For knowledge transfer, a single correct procedure, or a tight budget, a simpler in-player quiz or clickable hotspots deliver most of the engagement at a fraction of the cost. Start with free tools (Twine, H5P); move to a paid suite or a custom build only when you need deeper player control, branded experience, or analytics the off-the-shelf tools cannot give you. The honest default: branch rarely, branch shallow, reuse clips aggressively.

Companion to: 'Branching Scenarios: Building Choose-Your-Path Video'
www.forasoft.com/learn/elearning-video/articles-elearning/branching-scenarios-video



GO DEEPER · THE 7-VOLUME HANDBOOK

Fora Soft Video Engineering Handbook

Seven volumes, 9,000+ pages: encoding, streaming, audio and AI for video products — from the pixel to production.

By Nikolay Sapunov, CEO at Fora Soft · Kindle & paperback on Amazon

Browse the handbook on Amazon →

This worksheet plans the branch graph, the filming budget and xAPI tracking for a choose-your-path course. Our seven-volume handbook covers the video stack under such a course; start with Volume 3 for players and adaptive delivery, then Volume 1 for encoding the clips and Volume 4 for voice and audio.

WHAT YOU WILL FIND INSIDE

- Players and adaptive delivery (Vol. 3)
- Voice, loudness and subtitles (Vol. 4)
- Encoding many short clips (Vol. 1)
- Subtitles and accessibility (Vol. 3)

THE FULL HANDBOOK · 7 VOLUMES · 9,000+ PAGES · ALL ON AMAZON

Vol. 1 · Video Encoding — pixels and color to H.264, HEVC, AV1, quality metrics and AI
Vol. 2 · Video Streaming I — network transport, contribution and ingest, HLS, MPEG-DASH, CMAF
Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery
Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing
Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs
Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video
Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

Building interactive branching video for training or e-learning?

We will design the player, branch logic and xAPI tracking so every learner choice lands in your LMS reports. 250+ video products shipped since 2005.

Book a 30-min call → **WhatsApp →** **Email us →**