

IFTF 2024 Transparency Report

This report summarizes the activity of the [Interactive Fiction Technology Foundation](#) (IFTF) from January 2024 through December 2024, including a high-level accounting of the organization's financial income and expenditures. As a public-service organization that many people entrust with their time, attention, and money, IFTF presents this report in an effort to show how it has applied its community's investments over the past calendar year.

IFTF president Justin Bortnick wrote and published this report in May 2025, based on IFTF's internal financial records, public blog and forum posts, a template from prior year reports, and consultations with IFTF leadership. All monetary amounts that appear in this report are expressed in U.S. dollars.

Summary

Program Activity

Conference

Reported by Matthew Griffin, 2025 Conference chair

NarraScope 2024 ran June 22-23 at The Strong National Museum of Play in Rochester, NY. This hybrid event attracted 125 in-person attendees (including students and speakers) and another 150 registered as online only (including online speakers). The keynote this year was level designer Nat Clayton from Edinburgh, Scotland. Our program listed 55 speakers, including workshop presenters. This year we raised prices for in-person and added a modest fee for online participation. The Strong was considerably more expensive than the universities which hosted our previous in-person events, which canceled our attempt to "return NarraScope to self-sufficiency" for this year. For more information and financial details, see our report on NarraScope 2024. NarraScope 2025 will be held at Drexel University, in Philadelphia, PA, on June 20-22. The original conference co-founders remain a presence on the team but have shifted to supporting roles this year, and the incoming Conference Chair has a mandate to renew NarraScope's momentum and make it easier/more sustainable to produce. We have established a Conference Chair succession approach, by having a First and Second Co-Chair each year, where the Second Chair becomes the First Chair for the subsequent conference year, then adding a new Second Chair. We have also established April of 2025 as the start of NarraScope 2026 development to gain a longer runway, support year-round fundraising efforts, and introduce the possibility of announcing the next year's event date and location at the end of this year's event.

Education

Reported by Judith Pinter, Education Committee chair

The main focus of the education committee since its inception has been preparation for NarraScope educational offerings. In 2024, As in previous years, the majority of volunteer labor was expended in the planning and offering of workshops. Because the committee Chair, Judith

Pintar, experienced some personal challenges, committee members Chris Klimas and Katryna Starks stepped in to take the lead in the organization of the events and workshops. By all reports the educational offerings for NarraScope 2024 were diverse and well-received.

As a new event beyond the education-centered programming that traditionally takes place on the Friday launch of NarraScope weekend, we hosted a day of online workshops three weeks *before* NarraScope. on Saturday, June 8, showcasing a variety of Interactive Fiction design tools. The intent of this day was to draw people into a game jam. The event theme was a child friendly “Time for Adventure.” Participants were invited to interpret this in the classic pulp sense, using familiar text adventure tropes, or as an update to the genre as popularized by the Adventure Time cartoon series, or anything else they could come up with.

The June 8th event included the following events: Ian Greener’s “Representing Reality in Twine; Brendan Desilet’s “Perilous and Obscure Interactive Fiction for the Classroom”; Damon Wakes, “An Introduction to GDevelop”; Ruber Eaglenest’s “Building Tiny Narrative Worlds: Binksi Workshop”; Joey Jones’ “Crafting Internet Stories with ChoiceScript”; and Katryna Starks and Chris Klimas’ “Branching Stories: Twisting Little Passages with Twine.”

The workshops were well attended, and as in most jams more people participated than actually finished and uploaded a game. This is not a problem since from the educational point of view process is product! There were 6 complete entries to the jam, which are playable here: <https://itch.io/jam/narrascope-jam-2024/entries>.

The game jam ended with an online debrief session, organized by Ruber, and attended by multiple committee members on Friday June 21. Other online events kicking off NarraScope 2024 included Judith Pintar’s “Creating a More Dynamic Narrative World: an Inform Workshop for Post-Beginners”; Chris Klimas and Katryna Starks, “Teachers Talking Turkey about Teaching IF, a panel discussion, in which members of IFTF Education Committee shared their classroom experiences, and lead a conversation about how teaching IF (at different educational levels and in different venues) has changed.

Every year some educational offerings are not led by EdCom members but by presenters who are connected to the local venue, or local organizers. In this way we also offered Paris Buttfield Addison’s “Learn the Basics of Writing Branching Narratives with Yarn Spinner,” and Rainer Wren Dalton, Laya Liebeseller, E. L. Meszaros, Mairi Nolan’s “Relikpunk Oddities” addressing Alternative Reality Game (ARG) design. Following up on that online offering, this team also presented an in person workshop in the same topic.

After NarraScope we have traditionally experienced a period of little action on the committee and in the slack. The next year’s NarraScope drifts into committee consciousness in late fall, and begins to be discussed in earnest through the winter, leading to specific commitments in the Spring.

Regarding membership, the following committee members volunteered their time in offering NarraScope workshops and other events: Judith Pintar (Chair) Chris Klimas and Katryna Starks

(Acting Chairs for NarrScope 2024), Brendan Desilets, Damon Wakes, Ian Greener, Joey Jones, and Ruber Eaglenest.

Other members of the committee: Matthew Farber, Stuart Moulthrop
New members added in 2024: Magnus Buchanan and John Domenico Calvelli

The plans for NarrScope 2025 are nearly complete. In 2025, we hope to recruit new members this year, and to expand the reach of committee activities. At the top of this agenda for expansion, we would like to identify volunteers with interest and the time to curate IF educational materials, possibly in collaboration with the IFWiki.

Grants

Reported by Hugo Labrande, Grants Committee chair

The year started with IFTF disbursing grant money to the 4 projects selected for funding in our first trial. By the end of the year, all 4 projects had been completed by the applicants, and updates posted on our blog or sometimes on [IntFiction.org](https://intfiction.org) by the applicants. The projects overall went very well, all applicants were very grateful and there has been some nice publicity and good vibes on intfiction around the program. In the fall, we opened applications for a second wave of microgrants, which saw 10 submissions (up from 5 in the previous year) request \$5,600 in funding (up from \$3,150). Our advisors have chosen 4 additional projects that we can't wait to disburse in the new year. The grants program is healthy and growing!

IF Archive

Reported by Andrew Plotkin, IF Archive Committee chair

We have completed our first year with the new administrative interface and volunteer team! The system has worked smoothly; we've had almost no problems. The Archive web pages have been improved in various subtle ways. The [top-level index](#) has brief descriptions of all its subdirectories; many of the lower-level index pages do as well. We also now have a dark theme (toggle button in the page footer). IFComp 2024 was a 1.3 GB upload with 67 games. (Now consuming 2.8 GB, since we keep both the big IFComp.zip and the individual game zips.) Spring Thing was 200 MB. We also received a consignment of Spanish interactive fiction (920 MB) from the old Spanish IF Archive which has shut down. Beyond these notable acquisitions, we received about 550 file contributions totalling roughly 4.5 gigabytes. At one point we actually filled the server's 40 GB storage volume! The server has now been provisioned with an 80 GB storage volume, which is 53% full at present.

IFComp

Reported by Jacqueline Ashwell, IFComp Committee chair

The 29th annual IFComp had another successful year, with 67 entries. The IFComp Colossal Fund raised \$7,724, 80% of which was set aside for the 45 authors who qualified for a cash prize. 28 additional prizes were also offered by donors to winning authors.

IFDB

Reported by Dan Fabulich, IFDB Committee chair

- IFDB continued growing in 2024. We got our 14,000th game listing, and our 14,000th written review.
- We ran the IFDB Awards again in 2024. (It seems to be working well, and it seems like we'll continue running it even if/when XYZZY Awards start back up again.)
- We also implemented a bunch of features described at <<https://ifdb.org/news>>. Some of the highlights include significant improvements on mobile, a redesigned home page, and estimated play times.
- The pace of IFDB development greatly increased in October, when we discovered and announced that it's easy to fix bugs and implement features on IFDB using Github Codespaces. <https://intfiction.org/t/you-can-use-github-codespaces-to-hack-on-ifdb-and-ifcomp/71436>

IFWiki

Reported by Jonathan, IFWiki Committee chair

IFWiki celebrated its 20th birthday on 28 December 2024. The Software and Events databases, added since IFTF adoption of the wiki three years ago, are actively being used by the community, with the main page displaying software updates and an interactive calendar of events. Many other pages have been created or updated with new information. At the request of editors, we added dark mode and syntax highlighting for source code. During 2024 we did a lot of planning and work on a proposed Games database for games pages: this will make existing game pages searchable, will make it 100x easier to add new pages, and will create automatic links between pages for Events, Software, People and Games. We hope that will be launched in early 2025.

Intfiction Forum

Reported by Dannii Willis, IntFiction Forum Committee chair

IFDB and IFWiki organizers are making great use of private categories for their organization and troubleshooting discussions behind the scenes. This allows groups of users to use the forum semi-privately so they can make blue-sky suggestions and discussions before announcing them publicly. This is very helpful for resources such as IFDB and IFWiki which do not include extensive admin discussion functions or a forum.

We've been working with the community more extensively using the calendar and group functions to keep track of smaller and moderate sized events, ad-hoc jams and contests.

Many people have discovered the forum's polling functions, and great use have been made of them to promote IF running bracket "March Madness" style tournaments comparing existing works with on-forum voting via the polling functions such as the [Free IF

Playoffs](<https://intfiction.org/t/free-if-playoffs-rules-faq-standings/69042>) and [People's Champion Tournament](<https://intfiction.org/t/the-peoples-champion-tournament-rules-faq-updates/73014>). (edited)

Twine

Reported by Chris Klimas, Twine Committee chair

In 2024, the Twine committee completed work on a print edition of the Twine Cookbook, which is now on sale at major booksellers as well as directly through IFTF at a discount. A free EPUB version of this edition is also available on the Twine website. The print edition debuted in December 2024 and sold roughly 25 copies during that month.

In September, Lydia Pauly and Jedidjah Julia Noomen left the committee as they ended their participation in IFTF leadership. In October, the committee added Grim Baccaris, a longtime member of the Twine community, as a member.

Financial Summary

In 2024, IFTF took in \$40,017.88 and spent \$37,902.27, for a net gain of \$2,115.61.

At year's end, IFTF's bank accounts held a total of \$10,426.96.

	IF Comp	IF Archive	Twine	NarraScope	IFDB	Intro Comp	Grants	General Fund	Total
Income									
Donations	\$ 6,893.20	\$ 71.47	\$ 37.13	\$ 6,384.34	\$ 172.89	\$ -	\$ -	\$ 12,059.12	\$ 25,618.15
Registration	\$ -	\$ -	\$ -	\$ 11,440.35	\$ -	\$ -	\$ -	\$ -	\$ 11,440.35
Sponsorship	\$ -	\$ -	\$ -	\$ 2,936.86	\$ -	\$ -	\$ -	\$ -	\$ 2,936.86
Other Sales	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 22.52	\$ 22.52
Income Total	\$ 6,893.20	\$ 71.47	\$ 37.13	\$ 20,761.55	\$ 172.89	\$ -	\$ -	\$ 12,081.64	\$ 40,017.88
Expenses									
IF Comp logo	\$ 251.00	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 251.00
Prizes	\$ 5,307.69	\$ -	\$ -	\$ -	\$ -	\$ 201.00	\$ -	\$ -	\$ 5,508.69
NarraScope	\$ -	\$ -	\$ -	\$ 26,113.91	\$ -	\$ -	\$ -	\$ -	\$ 26,113.91
Grants	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 2,449.00	\$ -	\$ 2,449.00
Insurance	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 788.00	\$ 788.00
Amazon AWS	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 171.15	\$ 171.15
Cloudflare	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 223.87	\$ 223.87
Domain renewals	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 191.04	\$ 191.04
Fastmail	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 81.16	\$ 81.16
PO box	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 222.00	\$ 222.00
Web hosting	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 1,902.45	\$ 1,902.45
Expenses Total	\$ 5,558.69	\$ -	\$ -	\$ 26,113.91	\$ -	\$ 201.00	\$ 2,449.00	\$ 3,579.67	\$ 37,902.27
Net Total	\$ 1,334.51	\$ 71.47	\$ 37.13	\$ (5,352.36)	\$ 172.89	\$ (201.00)	\$ (2,449.00)	\$ 8,501.97	\$ 2,115.61

NarraScope produces its own fiscal report to supplement IFTF's annual report. The conference's full breakdown of expenditures is available in the [2024 NarraScope Financial Transparency Report](#).