**HIST 5705 Interactive Script**

1. **Main Menu**

Welcome to Camp X!

After passing a series of interviews, you are ready to be trained as an operative at Camp X, the secret spy camp in Whitby, Ontario. You have been specially assigned to HYDRA, the telecommunications station. Today, you will explore Camp X. And learn how to decode important messages. Let's begin!

1. **Camp X**

As you drive into Camp X, you observe the surrounding farmland, the shores of Lake Ontario, and the marshland around Corbett Creek. You step out of your car and head towards the two H-shaped buildings that will be your home. As you walk, you hear the Canadian, British and American accents of the other agents being trained at Camp X.

1. **Hydra**

It is your first day of training at HYDRA. Bill Hardcastle, who built the relay station in May 1942, is going to be showing you around. Hydra relays messages between the United Kingdom, the United States, and Canada. It also houses a Rockex Cipher Machine, designed by Benjamin deForest Bayly, which decrypted messages. The backbone of Hydra is the Rhombic Antennae. And the geographic location of Camp X is ideal for sending and receiving messages.

1. **Inside Hydra**

You step into the teletype room and Evelyn Davis turns from her typewriter to greet you.

"Welcome to Camp X! We are sending and receiving traffic to England and to New York and Washington,” Evelyn says. Later you would discover that some of the messages were being sent to the famous Bletchley Park, the site of code-breaking in the United Kingdom.

Evelyn is one of the many women of the Canadian Women’s Army Corps, who were stationed at Camp X. They were instrumental to the work of Camp X.

1. Codes & Ciphers

Evelyn shows you how the messages are in five-letter groups and never written in plain English. You remember your training about how to decrypt the Rockex cipher.

In your training, you became highly skilled in Morse and Murray Code. You also had to memorize different code words. For example, if you saw a message with 'OU', you knew that it needed to be relayed urgently because it signified a top-priority message.

1. Decode D-day message

On June 6th, 1944, you are working in HYDRA. All of a sudden, Bill Hardcastle yells…."Hey boys, I think this is it! I think the invasion has started!". A stream of top-priority messages is coming in. Decode the message by using the cipher key. You need to substitute the letter from the bottom row with the letter from the top row.

1. Camp X remembered

You transition out Camp X was the war comes to an end. You heard that it was later used by the RCMP and the Royal Canadians Corps of Signals. You heard whispers about Igor Gounzenko, the Russian cipher clerk who defected, being interviewed at Camp X during the Cold War. It was closed in 1969 and the buildings were removed.

Now, you walk along the waterfront trail in Intrepid Park, named after Sir William Stephenson. And visit the memorial that reminds you of your friends and colleagues, who secretly served.

1. Pop Culture

You want others to remember Camp X, so you recommend Eric Walters' children's books series, about a group of boys who stumble across Camp X. Or the CBC tv show X Company which attempts to recreate the secret activities of Allied agents.

1. Famous Authors

You remember that 2 famous authors were connected with Camp X. Who were they again?

1. Ian Fleming

Oh yes! Sir Ian Fleming, the author of the James Bond Series. And a British Intelligence Officer himself. You can't be sure if visited Camp X, but you had heard that Sir William Stephenson was his inspiration for James Bond. Sir Stephenson was the director of the British Security Coordination and the founder of Camp X.

1. Roald Dahl

And the other one was... Roald Dahl, who wrote BFG, Matilda, and Charlie and the Chocolate Factory. He was a British Intelligence Officer, who was trained at Camp X. You remember him working for the British Security Coordination, located in New York City.

1. Hydra Today

You hope that the memory of Camp X will continue. And, you remember how the Communication Security Establishment continues the work that began at HYDRA.

1. Final Slide

Thank you to our partners

The Intrepid Society and The Memory Project

and now we will head into the questions for our interactive

**Evaluation & Testing Results**

1. We are still working/thinking about how to do this. Do you think this coding/deciphering is a good game/interactive to incorporate in this? What do you think would be the best option?
2. What did you learn? Did you like it?
3. Any components too difficult or easy? Was it accessible, do you have any concerns?
4. What was your favorite part of the interactive?

Other Feedback: