

Module	Writing for Games
Course code	BACMH-WG
Credits	10
Allocation of marks	100% Continuous Assessment

Module aims and objectives

To facilitate the education of learners with writing skills that allow them to create games with a powerful impact. To deliver an appreciation of the diverse strategies in game writing to further the development of the learner's ability to reflect on his or her own work. To teach learners how to read games critically as writers: to appreciate the decisions made by other writers in pursuit of their goals. To provide mentorship for the creation of the learners' own original works.

Minimum intended module learning outcomes

On successful completion of this module, the learner will be able to:

- (i) Demonstrate a knowledge of the latest insights into game writing.
- (ii) Apply complex strategies, techniques and conventions in the production of a variety of game paths.
- (iii) Make informed and incisive assessments of the work of existing game writers as part of a formal interactive workshop environment.
- (iv) Assimilate the comments of peers in a thoroughgoing and complex way as part of ongoing self-reflective practice.
- (v) Demonstrate an appreciation of the online environment for game writing and strategies for growing an audience for the learner's own work.
- (vi) Organise and carry out a long-term game writing project in such a skilled manner that it has the potential to be published.
- (vii) Produce a successful, substantial written game.

Module content, organisation and structure

The learning outcomes are delivered through one, one-hour, lecture a week, an hour of seminar discussions of existing games and – once a semester – one hour for the learner to meet with a teacher for mentoring of their game-in-progress.

Module Content

Core:

- Game Writing: from *Sonic the Hedgehog* to *Call of Duty*
- Game Writing techniques
- AI, Sandboxes and non-linear game writing.

Project:

- A Game.

Reading lists and other information resources

Game Design

Koster, R.. (2013) *A Theory of Fun for Game Design*, 2nd Edition. O'Reilly Media.

Rogers, S. (2014) *Level Up!* Wiley.

Salen, K & Zimmerman, E. (2003) *Rules of Play*. MIT.

Schell, J. (2008) *The Art of Game Design*. Morgan Kaufman.

Game Writing

Bryant, R. & Giglio, K. (2015) Slay the Dragon: Writing Great Video Games. Michael Wiese Productions.

Dille, F.& Zuur, J. (2008) The Ultimate Guide to Video Game Writing and Design. Lone Eagle.

Magazine/Website - Video Game

- [Electronic Gaming Monthly](#)
- [Gamasutra](#)
- [Game Informer](#)
- [Game Spot](#)
- [Games Radar](#)
- [Games TM](#)
- [IGN](#)
- [Nintendo](#)
- [PC Gamer](#)
- [Polygon](#)
- [Retro Gamer](#)
- [The Escapist](#)

Podcast - Video Game

- [8-4](#)
- [Cane and Rinse](#)
- [DLC](#)
- [Gamers With Jobs](#)
- [Giant Bombcast](#)
- [Idle Thumbs Network](#)
- [Kinda Funny](#)
- [The Secret Cabal](#)
- [What's Good Games](#)