

Course Description

The Australian interactive games industry has developed substantially over the last ten years. This growth has created opportunities of employment in the games industry for game developers and publishers, writers and designers in game art. This course is designed to explore the skills, knowledge and understanding required for an entry level position as a writer for the games industry.

Course Purpose

To introduce aspiring writers, for interactive games, to screenwriting skills and game industry knowledge.

Course Outcomes

To introduce aspiring writers for interactive games, to screenwriting history, terminology, processes and techniques appropriate to the games industry.

Course Delivery

This course has four x 3-hour sessions, timetabled over 2 days. *Writing for Games* will provide information, game demonstrations, group discussion, small group work and general discussion with the course director and leading industry professionals. All sessions are compulsory.

Each applicant will receive their own copy of the Australian Writers' Guild *Writing for Games* learning guide and workbook.

Content

The History of Games

An introduction to the development and context of the interactive entertainment industry. We explore game play, adaptations and genre.

Screenwriting

A critical review of writing for interactive games - who, what, where, when and why.

"I Write for Games"

Industry Panel. Writers for interactive games tell us how they got started, discuss their work and share the lessons they have learnt along the way. Speakers to be advised late April.

Writers Tool Kit

An exploration of essential research, asset management and resources including our guide to game developers and publishers in Australia

The Australian Writers' Guild SA Branch is kindly supported by the South Australian Film Corporation

Facilitators and Presenters include:

Kathy Mueller

Kathy is the Creative Director of Gameplay Interactive, which is focussed on educational games, online drama and role-play. Kathy spent 15 years as a Film Director and Script Editor, and has recently completed her doctorate in computer role-play design and data tracking.

Kathy also designs and facilitates online learning, and has worked as a creative lead for the Learning Federation's online suite of interactive learning materials for Australia and New Zealand.

Christine Sweeney

Christine is a graduate of The Drama Studio, London. She has production credits in film, TV, radio and theatre in Australia and the U.K.

Christine has completed, with High Distinction, the Production Management Certificate from the Australian Film Television and Radio School and holds a Master of Arts, majoring in Writing for the Media from Macquarie University.

She is currently a Lecturer at Torrens Valley TAFE for their Design – Game Art course.