

Who Should Apply

Writing for Games is aimed at all interactive game players as well as writers, producers, educators and developers. Especially those who want to know more about writing for interactive games.

Course Details

Dates 28th and 29th May 2005

Days/Times Saturday

Breakfast Screening
Gameheadz 8.30 -9.30am
Session 1 9.30am to 4.30pm

Sunday
Breakfast Screening:
Inside X-Box 8.30 to 9.30 am
Session 2 9.30am to 4.30pm

Course Fees AWG/ ANAT / AIMIA
Members\$125
Non Members\$150

Light snacks and lunch included

Closing date for Applications

Monday, 23rd May 2005

Course Venue SA Writers Centre
2nd floor, 187 Rundle Street
Adelaide SA 5000
Lift access from 26 York Street

Writing for Games

Enrolment Form

Please fill in and return to:
Australian Writers' Guild (SA)
PO Box 43, Rundle Mall SA 5000
by Monday 23 May, with your
payment.

Name _____

Address _____

_____ Post Code _____

Phone _____ Date _____

Please make cheques /money orders
payable to:

Australian Writers' Guild (SA)

Phone Bookings via 8232 6852

Tax Invoice

Australian Writers' Guild (SA)

ABN 38 002 563 500

The Australian Writers' Guild is
pleased to present:

Writing For Games An Introduction to Writing for Electronic Games

'A professional workshop where
you will gain an overview of
writing high concept design,
using storytelling devices within
game-play and identifying objec-
tives that put the user in the
driver's seat.'

Date:

Saturday May 28 and
Sunday May 29, 2005

Venue

SA Writers' Centre
(187 Rundle Street,
2nd Floor)

Phone: 8232 6852
or sa@awg.com.au

