

## **Interactive Game Development**

### **Course Overview:**

Through this workshop on interactive narrative and game writing, students will explore the art of crafting stories where the players help shape the journey. Topics will include world-building, character development, narrative arcs, theme, and more – all while looking at how these principles are used in some of their favorite narrative-based video games, role-playing games, board games, and other interactive media. As they learn these concepts and theories, students will receive prompts that stretch their creativity in storytelling and encourage them to grapple with different interactive formats and parameters.

Students will also learn how to utilize interactive narrative software such as Twine and Inklewrtier, which are great for all abilities and experience levels. By course completion, each student will produce an interactive narrative or game, which could come in the form of a tactile role-playing game with pen, paper, and dice or a software-based interactive that can be played online. They will have a chance to then workshop their project with their peers before bringing it home to share with friends and family.

### **Course Description:**

In this course, students will explore the art of storytelling in video games, role-playing games, and other interactive media. Through engaging discussions and fun activities, students will learn about the principles and mechanics of interactive narratives. Topics will include world-building, non-player characters, the player's journey, themes, tone, and more. The class will also introduce students to simple programming software that will give them the power to design interactive narratives.

Students will apply these concepts and tools to develop their own projects which can range from a tactile role-playing game to a software-based interactive. They will workshop their project with peers and then bring it home to enjoy with friends and family.

## Course Objectives:

1. **Goal:** To understand theory and perspectives behind crafting game narratives.  
**Objective:** Analyze professional work.  
**Objective:** Reflect on personal projects and those of other classmates.
  
2. **Goal:** To develop alternate forms of expression.  
**Objective:** Learn basic skills in computer software to develop interactive narratives.  
**Objective:** Create inventive and small narrative games to share.  
**Objective:** Learn from peers who develop different ideas.
  
2. **Goal:** To increase confidence and empathy.  
**Objective:** Engage in positive, constructive feedback of other students' work.  
**Objective:** Share creation with others through interaction.  
**Objective:** Explore alternate perspectives in gameplay.

## Course Materials:

### **Must-haves:**

1. Notebook paper.
2. Folder to keep worksheets and project work.
3. An assortment of pens and pencils.
4. Means to log in to google (to email or store on google drive their projects).

### **Good-to-haves:**

4. *Colored pencils or colored markers, etc. as students may want to add color to some of their projects.*
5. *Thumb drive to bring project work home (if google drive isn't easily accessible).*
6. *A couple six-sided dice.*