**Advanced Narrative Design for Gaming**

**Course Description**

This course will expand upon ideas and techniques from ENGL 3500, “Story and Narrative Development in Game Design.” Students will learn more advanced techniques for conveying narratives in interactive environments like video games, apps, and other digital interfaces. Over the course of the semester, the class will explore philosophies of simulated identity for characterization, fundamentals of narratology in nonlinear narrative environments, the ecology of worldbuilding, and how to use real-world sampling to enhance immersion. This course includes classroom discussions, collaborative studio work, and workshopping individual student assignments as a team. By the end of the term, students will have created a narrative design deck containing sample scripts, marketing materials, cross-functional copywriting, character maps, and synopses.

**Required Texts**

We will read excerpts on narratology, cognitive theory, and script writing. The only textbook you need is *A Dictionary of Narratology* by Gerald Prince, any edition, either as an ebook or in print. It’s available at [Amazon](https://www.amazon.com/Dictionary-Narratology-Gerald-Prince/dp/0803287763/), [Barnes & Noble](https://www.barnesandnoble.com/w/dictionary-of-narratology-gerald-prince/1101165960), and [IndieBound](https://bookshop.org/p/books/a-dictionary-of-narratology-revised-edition-gerald-prince/10750735).

**Office Hours**

By appointment (GAB 460C)

**ADA Compliance**

If you have a disability for which you will require reasonable accommodation under the terms of the Americans with Disabilities Act of 1973, please discuss your needs with me and present your written requests to the campus Office of Disability Accommodation.

**Plagiarism**

Plagiarists will receive an “F” and be reported to the Dean of Students. You cannot submit work written for another class or a previous attempt at this class. Please note that the unauthorized use of technologies such as ChatGPT or other A.I. tools is expressly prohibited. Upon detection, you will be reported to the Dean of Students for academic dishonesty with a recommendation for expulsion from the class with a grade of F.

**Email**

darin.bradley@unt.edu

I reply to all email within 24 hours during the week; however, I do not check my email after 5:00 PM on weekdays or on weekends. I send class announcements via Canvas, so please make it a habit of logging into your class shell.

**Attendance Policy**

Students who miss more than two full weeks of class throughout the semester will receive a failing grade. Absences sometimes need to happen, so please communicate with me to make arrangements — studio exercises completed in-class cannot be made up unless you make arrangements with me *before* missing a class, or if you need to miss due to a university-approved absence. Similarly, if you miss class during workshopping, the best participation grade you can receive is a 50 for each document workshopped during your absence.

**Electronic Devices**

Since we are writing device-based creative content, this is a device-friendly environment. Please bring your laptop, tablet, phone, or any other device that will help you take notes, explore topics, or otherwise enhance your creative experience. Headphones are welcome during studio work. External speakers, I'm afraid, are not.

**Grade Breakdown**

Final grades are comprised of three elements: your writing assignments, workshop participation, and in-class studio assignments.

* Writing Assignments – 60%
* Workshop Participation – 20%
* Studio Collaboration – 20%

**Course Schedule**

Week One – Introduction

Week Two – Simulating Selfhood

Week Three – Fundamentals of Narratology

Week Four – Ecology of Worldbuilding

Studio project: worldbuilding

Week Five — The Story Circle

Studio project: Story Circle

Week Six – Pitch Documents

Workshop: Pitch Documents (log lines, tag lines, short pitch)

Week Seven – Character Development

Studio project: Collaborative Character Development

Week Eight — Creative Direction

Studio project: improv dialogue

Week Nine — Cross-Functional Writing

Workshop: Opening Scenes

Week Ten – Opening Scenes

Workshop: Opening Scenes

Week Eleven – Design Decks

Workshop: Closing Scenes

Week Twelve – Closing Scenes

Workshop: Closing Scenes

Week Thirteen – Assembling the Narrative Design Deck

Week Fourteen – Narrative Design

Workshop: Narrative Design Documents

Week Fifteen – Narrative Design (cont’d)

Showcase: Narrative Design Documents