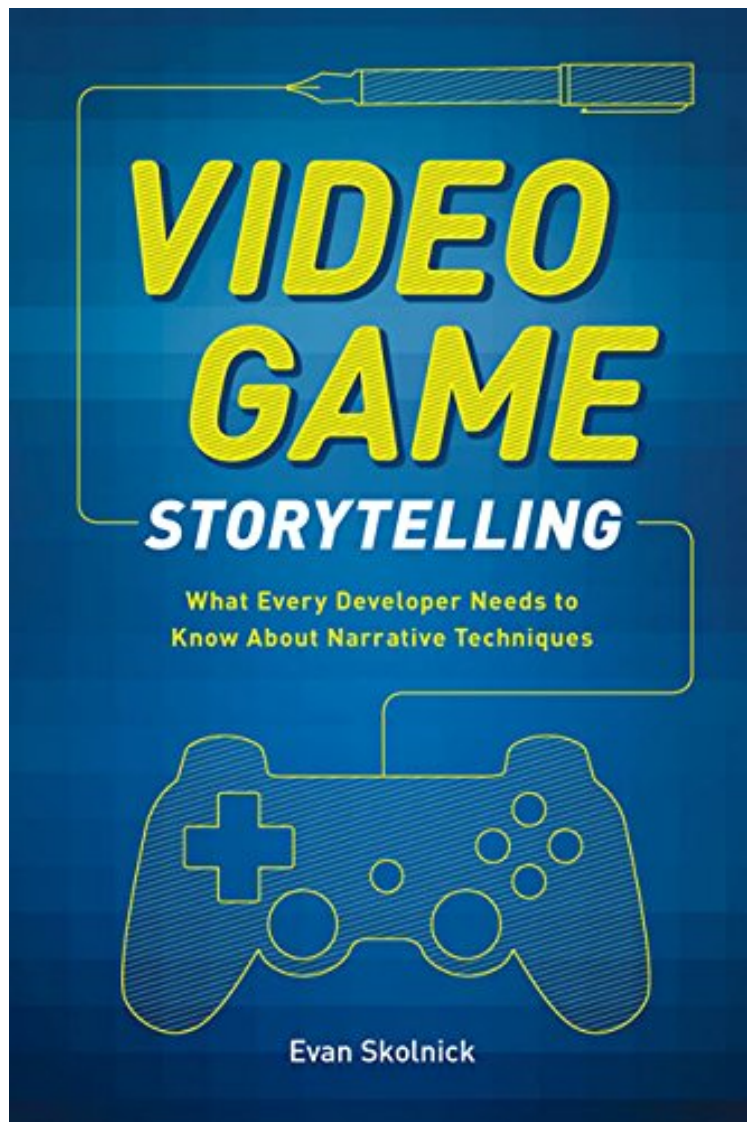


(Download pdf) Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques

Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques

Evan Skolnick

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#238501 in Books Evan Skolnick 2014-12-02 2014-12-02 Original language: English PDF # 1 9.10 x .60 x 6.10l, .81 #File Name: 0385345828208 pages Video Game Storytelling What Every Developer Needs to Know about Narrative Techniques | File size: 15.Mb

Evan Skolnick : Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques before purchasing it in order to gauge whether or not it would be worth my time, and all praised Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques:

0 of 0 people found the following review helpful. A Fantastic overview of what makes modern game stories and their developers make amazing games. By Matthew Birdzell I bought Evan's book after watching a GDC writer's conference on YouTube a few weeks ago. He recommended aspiring writers, like myself, to read it and discover what truly goes into modern game narratives. Let me tell you this - its SO worth it. Fantastic read! The first book I've read on game writing. It explains some basic principle storytelling techniques, like character development, making the story believable, understanding the three act structure, of which I've read about before, and much more. Then he goes into the technical aspects. How to tel a story, say, via a games' environment? How to design levels that work in conjunction with the narrative. How crafting AI systems into making characters, both good and bad, believable yet fun. How valuable communication is with team members. All sorts of stuff like that. Please, do yourself a favor and buy this. Even if you already have a firm grip on the three act structure, or how to write good dialogue, its worth taking the time to read. 0 of 0 people found the following review helpful. Practical for aspiring game writers By Morgana Harp I have been enjoying this book so far. I haven't read the whole thing yet, but it's been very on point so far, and fairly practical as well. If you come from a traditional writing background, it may break some rules, but for video game writing it is pretty on the nose. I got the digital copy so I'd have it with me on my kindle and phone, but I like it well enough to consider getting a hard copy for my home library. 0 of 0 people found the following review helpful. Narrative rules for video (and voice) gaming By David A. Markley This book gives a great perspective of video game development from the narrative perspective and encourages a level of teamwork that any project would hope for. But in this case, it is quite specific about the relationship between the roles and why going back to the narrative is so important. I was looking for books that discussed the narrative aspects of gaming for my research on #VoiceGameDev. This is exactly what I was looking for and I would recommend it to anyone creating a voice based game as well as the video gaming it speaks to. Although some roles would be different, I imagine the same level of collaboration and respect with the narrative creators will be even more important.

UNLOCK YOUR GAME'S NARRATIVE POTENTIAL! With increasingly sophisticated video games being consumed by an enthusiastic and expanding audience, the pressure is on game developers like never before to deliver exciting stories and engaging characters. With *Video Game Storytelling*, game writer and producer Evan Skolnick provides a comprehensive yet easy-to-follow guide to storytelling basics and how they can be applied at every stage of the development process by all members of the team. This clear, concise reference pairs relevant examples from top games and other media with a breakdown of the key roles in game development, showing how a teams shared understanding and application of core storytelling principles can deepen the player experience. Understanding story and why it matters is no longer just for writers or narrative designers. From team leadership to game design and beyond, Skolnick reveals how each member of the development team can do his or her part to help produce gripping, truly memorable narratives that will enhance gameplay and bring today's savvy gamers back time and time again.

Every once in a while I end up reading a book that should be read by almost everyone that I know whether they actually need to or not. *Video Game Storytelling: What Every Developer Needs to Know About Narrative Techniques* (published by Watson-Guipill) is one of those books. [It] is a great resource not only for budding writers, but it should also serve as a very important reference for everyone who holds a position in the ever-expanding videogame industry. --Toronto Thumbs [This] book piqued our interest to an exceptional degree. 'Video Game Storytelling: What Every Developer Needs To Know About Narrative Techniques' is perfect for anyone who is a Developer, wants to get into game development, anyone who is a fiction writer, or anyone who wants to have a greater understanding and appreciation of the fictional game worlds we so much enjoy. --Digital Mayhem Radio I found it to be both interesting and entertaining, using real-life examples taken from very popular movies and games that most people will be readily familiar with. I feel that Evan Skolnick has a lot to share and I really wish I had the opportunity to attend one of his talks. I would recommend *Video Game Storytelling* to anyone involved in the game development process - or anyone hoping to get into game development. --Game Vortex If you're the kind of gamer who likes to peek behind the curtain of video game development and you don't mind picking up a book once in a while I recommend the new *Video Game Storytelling* by industry veteran Evan Skolnick. The book is aimed primarily at game developers, but its fascinating stuff for anyone interested in games as a storytelling medium. --News Observer Skolnick broke down the basic structure of video game storytelling into various parts that highlighted the importance of each and how they could be applied to video games. There's a lot of information that's covered, but presented straight-forwardly with plenty of examples of how it was all used previously. Overall, I enjoyed this book and I recommend it to anyone who wants to read it. --Our Thoughts Precisely The reader is also introduced to the term ludology, or the study of games. Taken from the Latin verb *ludere* to play it is used and expanded on to introduce even the more erudite terminology of, ludonarrative harmony/dissonance. Simply put, it describes how story can make or break the players gaming experience. It is worth buying the book just to read how Skolnick defines this with concrete examples from past and existing games. --Gameindustry.com About the Author With over twenty-five years of story and game development experience at world-class entertainment companies such as Marvel, Activision, and Lucasfilm, EVAN SKOLNICK

brings a unique perspective to narrative experiences in games. An international speaker and educator, he has conducted workshops on storytelling techniques for well over a thousand game development professionals. Skolnick's work includes projects such as Star Wars 1313, Marvel: Ultimate Alliance 2, The Godfather: Five Families, Over the Hedge, Spider-Man 3, Spy Muppets, and many others. He lives in the San Francisco Bay Area with his wife and two sons. Visit www.evanskolnick.com.