

ITT Technical Institute
GD340
Creative Writing and Storyboarding for
Games
Onsite Course

SYLLABUS

Credit hours: 4

Contact/Instructional hours: 50 (30 Theory Hours, 20 Lab Hours)

Prerequisite(s) and/or Corequisite(s):

Prerequisites: GD330 Game Design Process, GE217 Composition II or equivalent

Course Description:

This course examines how creative writing techniques can be used to develop game interactions for helping to maintain the player's interest. Key elements include: translating rough ideas into a workable script; development of the storyboard based on the principles of storytelling, plot, conflict, action and character development; and camera angles, camera moves and character posing.

SYLLABUS: Creative Writing and Storyboarding for Games

Instructor: _____

Office hours: _____

Class hours: _____

Major Instructional Areas

Unit 1: Chapter 1: Introduction to Emotioneering

- Introduction to Emotioneering
- Why Infuse Games with Emotions
- Seventeen Things Screenwriters Don't Know About Games
- Why Game Designers Often Find Writing Challenging
- Where Screenwriting Ends and Emotioneering Begins

Unit 2: Chapter 2.1 – 2.6: Non-player Characters (NPC) and Group Emotioneering Techniques

- NPC Interesting Techniques
- NPC Deepening Techniques
- Dialogue Interesting Techniques
- Dialogue Deepening Techniques
- Group Interesting Techniques

Unit 3: Chapter 2.7 – 2.15: NPC, Player, and Group Relationship Techniques

- NPC Toward NPC Chemistry Techniques
- NPC Toward NPC Relationship Deepening Techniques
- NPC Character Arc Techniques
- NPC Rooting Interest Techniques
- Player Toward NPC Chemistry Techniques
- NPC Toward Player Relationship Deepening Techniques
- Player Toward NPC Relationship Deepening Techniques
- Group Bonding Techniques
- Emotionally Complex Moments and Situations Techniques

Unit 4: Chapter 2.16 – 2.24: Plot, First-Person, World Induction, and Role Induction Techniques

- Plot Interesting Techniques
- Plot Deepening Techniques
- World Induction Techniques
- Role Induction Techniques
- First-Person Character Arc Techniques
- First-Person Deepening Techniques
- Revealing Complex Characters Through actions
- Enhancing Emotional Appeal Through Symbols
- Self-Created Story Techniques

Unit 5: Chapter 2.25 – 2.30: Motivation and Cohesiveness Techniques

- Motivation Techniques
- Cohesiveness Techniques
- True-to-Life Techniques
- Cross-Demographic Techniques
- Injecting Emotion into a Game's Story Elements
- Linking a Story to the Gameplay and Mechanics

Unit 6: Chapter 2.31 – 3.4: Cinematics Techniques

- Writing Powerful Pre-Rendered and In-Game Cinematics
- Opening Cinematics Techniques

Unit 7: Chapter 4: Storyboard Design

- Importance of Storyboards to the Planning Process
- Different Kinds of Storyboards
- Approaching a Storyboard from an Artist's and a Writer's Points of View

Unit 8: Chapter 5: Storyboard Elements I

- Typical Elements of a Storyboard
- Representation of Visuals
- Using Cut-scenes
- Progress of a Plot
- Rhythm of a Cut-scene
- Planning Movies in a Game
- Plotting a Cut-scene
- Creating a Storyboard for a Cut-scene

Unit 9: Chapter 6: Storyboard Elements II

- Cinematics
- Camera Movement and Shot Types
- Importance of Sound in a Cut-scene
- Sound Effects for a Sound Technician
- Adding Plot, Action, and Conflict to a Cut-scene
- Actions of a Character
- Techniques to Reinforce Traits
- Importance of Camera Usage
- Game Camera Perspectives

Unit 10: Chapter 7: Game Script and Storyboard Creation

- Analyzing a Short Game Script
- Noninteractive and Interactive Sequences
- Converting a Shot List into an Effective Storyboard

Unit 11: Final Examination / Project

Course Objectives

After successfully completing this course, a student will have the opportunity to:

1. Identify how a game's story uses Emotioneering Techniques to infuse the game with emotions.
2. Explain the differences between screenwriting for movies and screenwriting for games.
3. Analyze how Deepening and Interesting Techniques are used in NPCs, dialogues, and groups.
4. Identify how Group Relationship Techniques are used in NPCs, players, and groups.
5. Explain how to increase player involvement through Plot, First-Person, World Induction, and Role Induction Techniques.
6. Create a synopsis for a game by using Motivation and Cohesiveness Techniques.
7. Create cut-scenes and cinematics using Cinematic Techniques.
8. Create storyboards that demonstrate a thorough understanding of game storyboarding by effectively incorporating:
 - Scripts that are converted into a storyboard
 - Cut-scenes and several interactive game-play scenes from a prospective game
 - Character posing, camera angles and movements, and visual storytelling
9. Apply storyboards, dialogues, and cut-scenes to in-game scripts within the *Neverwinter Nights Aurora Toolset*.
10. Using the resources of the ITT Tech Virtual Library, evaluate how creative writing techniques can be used to develop game interactions.

Related SCANS Objectives

- Select possible game concepts and evaluate their suitability in terms of emotions.
- Acquire, organize, analyze, and communicate game information by using computers.
- Identify the best methods to present information after writing a game script.
- Enable self and the team to accomplish the established targets.
- Develop effective communication skills to understand client requirements.

Teaching Strategies

The curriculum is designed to promote a variety of teaching strategies that support the outcomes described in the course objectives and that foster higher cognitive skills. Delivery makes use of various media and delivery tools in the classroom.

Course Resources

Student Textbook Package

Freeman, D. E. (2006). *Creating Emotion in Games through Creative Writing and Storyboarding* (Custom 1st ed.). Boston, MA: Pearson Custom

References and Resources

ITT Tech Virtual Library

Login to the ITT Tech Virtual Library (<http://www.library.itt-tech.edu/>) to access online books, journals, and other reference resources selected to support ITT Tech curricula.

General References

- **Books**

- ITT Tech Virtual Library: <http://www.library.itt-tech.edu>
Login to the ITT Tech Virtual Library to access online books, journals, and other reference resources selected to support ITT Tech curricula. Some great resources are Ebrary and NetLibrary book collections. If you are not familiar with these resources, please take the time to familiarize yourself with them.

The following books are related to this course and are available through the ITT Tech Virtual Library

- Bates, Bob. *Game Design, Second Edition*. Boston: Thomson Course Technology, 2004.
- Koster, Raph. *Theory of Fun for Game Design*. Arizona: Paraglyph Press, 2005.
- Pardew, Les and Ross Wolfley and Eric Nunamaker and Scott Pugh. *Game Design for Teens*. Boston: Thomson Course Technology, 2004.

Periodicals

- Periodicals>EbscoHost>FIND: video game development AND DE "VIDEO games" > AFTERTHOUGHTS: STUBBS THE ZOMBIE. By: Seropian, Alex. Electronic Gaming Monthly, Feb2006 Issue 200, p44-44, 1p; (AN 19343480)
- Periodicals>EbscoHost>FIND: video game development AND DE "VIDEO games" > LIVING THE DREAM. By: Tsao, Jennifer. Electronic Gaming Monthly, Feb2005 Issue 188, p59-59, 1p, 1c; (AN 16331324)
- Periodicals>EbscoHost>FIND: video game development AND DE "VIDEO games" > IS THE GAME GETTING LAME? (cover story) By: Fritz, Ben; Graser, Marc. Variety, 5/10/2004, Vol. 394 Issue 13, p1-69, 2p, 2 charts, 3c; (AN 13064284)
- Periodicals>EbscoHost>FIND: video game development AND DE "VIDEO games" > Working so others can play: Jobs in video game development. (cover story) By: Crosby, Olivia. Occupational Outlook Quarterly, Summer2000, Vol. 44 Issue 2, p2, 12p, 8bw; (AN 3227024)
- Periodicals>EbscoHost>FIND: video game development AND DE "COMPUTER games" > TRAINING DAY. By: Kushner, David. Electronic Gaming Monthly, Dec2004 Issue 185, p58-60, 3p, 4c, 7bw; (AN 14706715)
- Periodicals>EbscoHost>FIND: video game development AND DE "COMPUTER games" > TRAINING DAY. By: Kushner, David. Electronic Gaming Monthly, Dec2004 Issue 185, p58-60, 3p, 4c, 7bw; (AN 14706715)

Other Resources

- <http://www.gamasutra.com/>
- <http://www.awn.com/>
- <http://www.igda.org/>
- <http://www.ihobo.com/>
- <http://www.ihfsoft.com/index.htm>
- <http://www.gamelearning.net/teachers>
- <http://www.gamedev.net/>
- <http://www.gdse.com/>

All links to web references outside of the virtual library are always subject to change without prior notice.

Evaluation & Grading

COURSE REQUIREMENTS

1. **Attendance and Participation**
Regular attendance and participation are essential for satisfactory progress in this course.
2. **Completed Assignments**
Each student is responsible for completing all assignments on time.
3. **Team Participation (if applicable)**
Each student is responsible for participating in team assignments and for completing the delegated task. Each team member must honestly evaluate the contributions by all members of their respective teams.

Evaluation Criteria Table

The final grade will be based on the following weighted categories:

CATEGORY	WEIGHT
Assignment	25%
Quizzes	10%
Lab Assignment	30%
Final Examination	35%
Total	100%

Grade Conversion Table

Final grades will be calculated from the percentages earned in class as follows:

A	90 - 100%	4.0
B+	85 - 89%	3.5
B	80 - 84%	3.0
C+	75 - 79%	2.5
C	70 - 74%	2.0
D+	65 - 69%	1.5
D	60 - 64%	1.0
F	<60%	0.0

Course Outline

W k	Lsn	Lesson Title	Reading	Activity Type			
				Writing Assignm ent	Review Question s	Discus sion	Lab

			Activity Type			
1	<ul style="list-style-type: none"> Why put emotions into games Things screenwriters don't know about games. Why game designers often find writing to be so challenging Where Screenwriting Leaves off and Emotioneering Begins 	Textbook: <i>Games with Feeling: Writing and Storyboarding Secrets</i> Chapters 1	x	x	x	x
2	<ul style="list-style-type: none"> NPC Interesting Techniques Group Interesting Techniques 	Chapters 2.1, 2.6	x	x	x	x
3	<ul style="list-style-type: none"> NPC Toward NPC Chemistry Techniques NPC Toward NPC Relationship Deepening Techniques NPC Character Arc Techniques 	Chapters 2.7–2.15	x	x	x	x
4	<ul style="list-style-type: none"> Plot Interesting Techniques World Induction Techniques 	Chapters 2.16, 2.2.4	x	x		x
5	<ul style="list-style-type: none"> Motivation Techniques Cohesiveness Techniques 	Chapters 2.25-2.30	x		x	x
6	<ul style="list-style-type: none"> Writing Powerful Pre-Rendered and In-Game Cinematics Opening Cinematic Techniques 	Chapters 2.31-3.4	x		x	x
7	Storyboard Design	Chapter 4	x		x	x
8	Storyboard Elements I	Chapter 5	x		x	x
9	Storyboard Elements II	Chapter 6	x		x	x
10	Game Script and Storyboard Creation	Chapter 7	x		x	
11	Final Examination					

Intent/Interface

The preceding course examined the processes of game designing, story development, character development, and game development. This course examines in depth the purpose of creating meaningful interactions between the game player and game characters as well as creating an involving experience through Emotioneering Techniques. The course, then, provides the opportunity to examine and practice scriptwriting and storyboarding techniques, which are important for developing a game story.