Writing for video games

A ten-module online course that will teach you how to write scripts for webisodes, mobisodes, video, computer and social networking games.

Learn how to plot, structure a script, write authentic dialogue and develop characters, among other skills. Tutor, Paul Dunn will provide support and expert feedback on your writing in 20 writing assignments. The aim is to produce at least one full spec script by the end of the course.

Course details:
-Ten modules
-Course can be completed at own pace within 12 months
-Start at any time - applications all year round via our website

Student must complete:
-Complete 20 writing exercises for assessment and feedback and produce one full spec. script

Admission requirements:
-Basic writing skills are essential
-Computer skills, email and internet access required
-No previous tertiary qualification required.

Course curriculum

Module one - short is the new epic
-An overview of the media platforms now available for short form storytelling
-Webisodes
-Online interactive videos
-Video games
-Projects that cross the boundaries - online/offline/interactive

Module two - boiling it down
-Looking at the limitations and considerations of short form and small screen storytelling, and suggesting how big ideas can be reduced down to effective and 'doable' digital media stories

Module three - gone in 60 seconds
-You've only got your audience's attention for one minute. How do you make those 60 seconds really count?
-Clear turning points
-Transforming exposition into ammunition
-Hooks and cliff-hangers
-Emotion roller coaster

Module four - NPCs are real people too!
-Learning how to develop effective video game characters
-Characterisation
-Dialogue
-Information delivery

Module five - the story glyph
-Creating narrative assets within your game world that can be used to inform and instruct your player, building your story

piece by piece.
-Tomes
-Flavour text
-Visual features

Module six - world building: part one
-Fiction engineers build worlds that players can explore and lose themselves in. Living, breathing worlds rich with context, logic, meaning, history and wonder
-Place names
-Meanings
-Greater contexts
-Chronologies
-Contemporary situations

Module seven - world building: part two
-Fiction engineers are just like doctor Frankenstein. Yes, we create monsters!
-In this module, you'll learn the key four steps in the creation of MOBs, your mobiles (monsters or beasts) that will populate your world and act as the antagonists to your protagonist

Module eight - horns of the dilemma
-Much of a player's game experience involves the decisions they are required to make throughout the story. Here's where you'll learn how to design dilemmas that really give your players something to think about!

Module nine - storytelling through game mechanics
-There's only one narrative technique that's truly unique to video games. The game mechanic. In this module, you'll learn how game mechanics can be tailored to provide the backbone of your video game storytelling

Module 10 - putting it all together
-There is no straightforward path into the world of game writing. More often than not, your career will be launched from a self-directed project. Here's where we take all the knowledge you've procured so far and compile it into a project brief that you can go out and impressive those game producers with

Minimum estimated time commitment
-Reading time: 20 hours
-Writing time: 30 to 40 hours
-Research time: five to 10 hours

Date: 01 September 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 29 September 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 06 October 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 27 October 2017

Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 03 November 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 24 November 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 01 December 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 29 December 2017
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 05 January 2018
Venue: Online correspondence course, Countrywide
Cost: R8,995

Date: 26 January 2018
Venue: Online correspondence course, Countrywide
Cost: R8,995