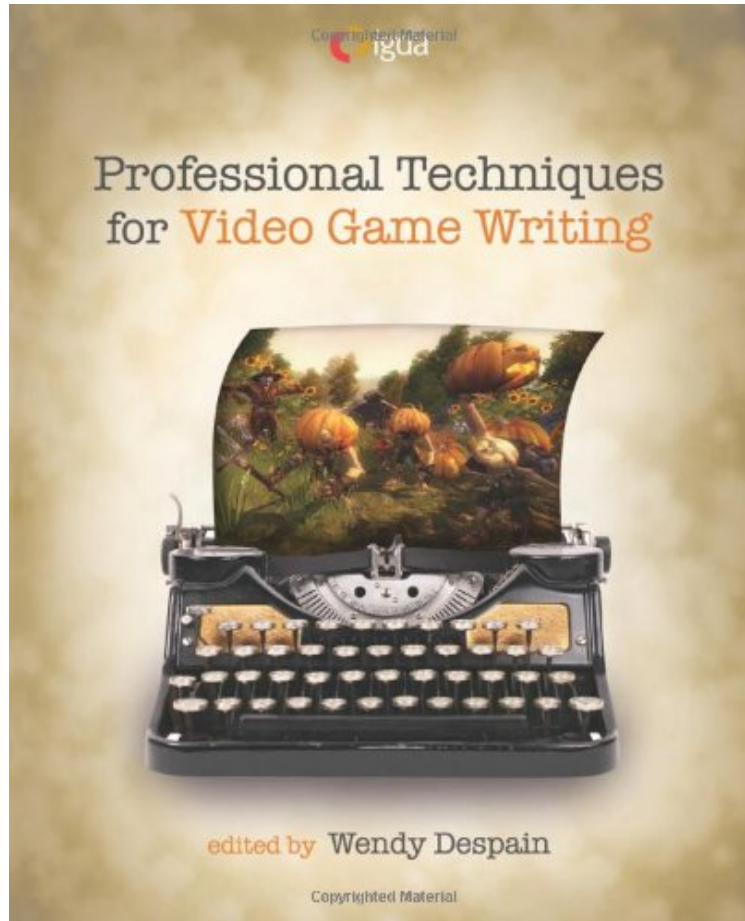


(Pdf free) Professional Techniques for Video Game Writing

Professional Techniques for Video Game Writing

From Brand: A K Peters/CRC Press

**Download PDF | ePub | DOC | audiobook | ebooks*



DOWNLOAD



READ ONLINE

#1272448 in Books A K Peters/CRC Press 2008-04-26Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 .60 x 7.50 x 9.10l, .90 #File Name: 156881416X250 pages | File size: 68.Mb

From Brand: A K Peters/CRC Press : Professional Techniques for Video Game Writing before purchasing it in order to gage whether or not it would be worth my time, and all praised Professional Techniques for Video Game Writing:

0 of 1 people found the following review helpful. Five StarsBy CustomerHelped out a lot.1 of 2 people found the following review helpful. Four StarsBy leftright5Great insights combined with relevant anecdotes. My game writing will benefit from it.2 of 4 people found the following review helpful. Not what you'd hope forBy BookensteinThis book is more like first-hand accounts of writing specific video games rather than a how-to. Granted, there's no cut-and-dry way to write a video game, but there are a few techniques to try, none of which are mentioned in here.

This book by the International Game Developers Association (IGDA) Game Writing Special Interest Group focuses on various aspects of working as a professional game writer, including how to break in to game writing, writing manuals, narrative design, writing in a team, working as a freelancer, working with new intellectual property, and

more. It includes exercises and writing samples; additional writing samples are available from the books website.

" Professional Techniques is definitely a book by writers, for writers . Insightful discussion of game writing issues is matched with many excellent examples and helpful exercises . [It] will serve as an excellent addition to the library of any game writer-current, or prospective. I highly recommend it. -Michael Fiegel, Slashdot, June 2008 and edited by members of the International Game Developers Association, Professional Techniques for Video Game Writing is a no-nonsense guide to the professional craft of writing the story, narrative, dialogue, tutorials, manuals, strategy guides, and anything else that needs to be written for modern-day video games. All contributors are themselves seasoned video game writers; they give the down and dirty on how to break into the business, what it means to be part of a writing team, principles of narrative design, and much, much more. Script samples offer illuminating examples that enhance this absolute ""must-have"" for anyone contemplating or pursuing a career in video game writing or technical writing, even (or especially) if the already have experience in crafting standard prose. -The Midwest Book , July 2008 If you are a starting writer already looking for work in a still growing industry, now might be a good time to check out Professional Techniques for Video Game Writing. ... What the book does do very well is put everything into amazing context. You definitely get the impression that these writers have had to deal with many types of situations. -PJ Hruschak, Gamertell, August 2008 ""This collection of essays edited by multimedia writer Despain and written by members of the Game Writing Special Interest Group of the International Game Developers Association is an exceptional resource for students and gaming industry professionals. The insight presented here is very practical and in-depth. Highly recommended."" -J. Brzezinski, CHOICE Magazine , November 2008"About the AuthorWendy Despain is a multimedia writer who has worked primarily for television shows, although she is now mostly writing for video games. She is a key member of the IGDA Game Writing Special Interest Group and a contributing editor to the book Game Writing: Narrative Skills for Videogames. The other contributors to the book are Sande Chen, Richard Dansky, Beth A. Dillon, John Feil, Alice Henderson, Erin Hoffman, Chris Klug, Jay Posey, Rhianna Pratchett, Haris Orkin, Evan Skolnick, Maurice Suckling, Anne Toole, and Andrew S. Walsh.