Videogame&sorty

Josiah Lebowitz

The Comic Book Story of Video Games Jonathan Hennessey, 2017-10-03 A complete, illustrated history of video games--highlighting the machines, games, and people who have made gaming a worldwide, billion-dollar industry/artform--told in a graphic novel format. Author Jonathan Hennessey and illustrator Jack McGowan present the first full-color, chronological origin story for this hugely successful, omnipresent artform and business. Hennessey provides readers with everything they need to know about video games--from their early beginnings during World War II to the emergence of arcade games in the 1970s to the rise of Nintendo to today's app-based games like Angry Birds and Pokemon Go. Hennessey and McGowan also analyze the evolution of gaming as an artform and its impact on society. Each chapter features spotlights on major players in the development of games and gaming that contains everything that gamers and non-gamers alike need to understand and appreciate this incredible phenomenon.

Interactive Storytelling for Video Games Josiah Lebowitz, Chris Klug, 2012-09-10 What really makes a video game story interactive? What's the best way to create an interactive story? How much control should players be given? Do they really want that control in the first place? Do they even know what they want-or are their stated desires at odds with the unconscious preferences? All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy XIII, Heavy Rain, and Metal Gear Solid), and how players interact with them, and an in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives. With Interactive Storytelling for Video Games, you'll:

Video Game Storytelling Evan Skolnick,2014-12-02 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 team's 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.

Trapped in a Video Game Dustin Brady,2018-04-10 Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

Video Game Narrative and Criticism T. Thabet, 2015-03-04 The book provides a comprehensive application of narrative theory to video games, and presents the player-response paradigm of game criticism. Video Game Narrative and Criticism explains the nature of gameplay - a

psychological experience and a meaning-making process in the fictional world of video games.

Storytelling in Video Games Amy M. Green,2017-11-28 Beginning with the structural features of design and play, this book explores video games as both compelling examples of story-telling and important cultural artifacts. The author analyzes fundamentals like immersion, world building and player agency and their role in crafting narratives in the Mass Effect series, BioShock, The Last of Us, Fallout 4 and many more. The text-focused "visual novel" genre is discussed as a form of interactive fiction.

Game Writing Chris Mark Bateman, 2007 As computer games become more and more like Hollywood productions, the need for good story lines increases. Research shows that stories are highly valued by game players, so today's studios and developers need good writers. Creating narrative - a traditionally static form - for games is a major challenge. Games are at their heart dynamic, interactive systems, so they don't follow the guidelines and rules of film or T.V. writing. Game Writing: Narrative Skills for Videogames addresses these issues and is the first book written to demystify this emerging field. Through the insights and experiences of practicing game writers, the book captures a snapshot of the narrative skills employed in today's game industry. This unique collection of practical articles provides the foundations to the craft of game writing. The articles, written by member of the International Game Developer's (IDGA) Game Writer's SIG, detail aspects of the process from the basics of narrative and non-linear narrative to writing comedy for games and creating compelling characters. Throughout the articles there is a strong emphasis on the skills developers and publishers will expect a game writer to have. The book is suitable for both beginners and experienced writers, and is a detailed guide to all the techniques of game writing. This book is an essential read for anyone wishing to get into this exciting field, particularly for new game writers

wanting to hone their skills, and film and T.V. scriptwriters who want to learn how to transfer their skills to the games industry.

Interactive Storytelling for Video Games Josiah Lebowitz,2017-08-02 What really makes a video game story interactive? What's the best way to create an interactive story? How much control should players be given? Do they really want that control in the first place? Do they even know what they want-or are their stated desires at odds with the unconscious preferences? All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy XIII, Heavy Rain, and Metal Gear Solid), and how players interact with them, and an in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives. With Interactive Storytelling for Video Games, you'll:

The Greatest Stories Ever Played Dustin Hansen, 2022-04-12 In this fun and informative YA Non-fiction title, Dustin Hansen, author of Game On!, a self-confessed video game addict with over 20-years experience in the gaming industry, examines the storytelling skills shown in some of the most beloved and moving games of all time. We all know that video games are fun, but can a video game make you cry? Can it tell you a powerful love story? Can a video game make you think differently about war? About the environment? About the choices you make? Whether it's playing through blockbuster-esque adventures (Uncharted, God of War, The Last of Us), diving deep into hidden bits of story and lore (Red Dead Redemption II, Bioshock, Journey) or building relationships that change the fate of the world itself (Persona 5, Undertale), video games are bringing stories to life in ways that are immediate, interactive and immersive. Focusing on some of the best, most memorable, experiences

in gaming, The Greatest Stories Ever Played, examines the relationship between gaming and storytelling in a new way.

The Ultimate Guide to Video Game Writing and Design Flint Dille, John Zuur Platten, 2008-01-08 • Authors are top game designers • Aspiring game writers and designers must have this complete bible There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, there's complete information on how to present a visionary new idea to developers and publishers. Got game? Get The Ultimate Guide to Video Game Writing and Design.

The History of Video Games Charlie Fish,2021-05-30 This book is a potted history of video games, telling all the rollercoaster stories of this fascinating young industry that's now twice as big globally than the film and music industries combined. Each chapter explores the history of video games through a different lens, giving a uniquely well-rounded overview. Packed with pictures and stats, this book is for video gamers nostalgic for the good old days of gaming, and young gamers curious about how it all began. If you've ever enjoyed a video game, or you just want to see what all the fuss is about, this book is for you. There are stories about the experimental games of the 1950s and 1960s; the advent of home gaming in the 1970s; the explosion – and implosion – of arcade gaming in the 1980s; the console wars of the 1990s; the growth of online and mobile games in the 2000s; and we get right up to date with the 2010s, including such cultural phenomena as twitch.tv, the Gamergate scandal, and Fortnite. But rather than telling the whole story from beginning to end, each chapter

covers the history of video games from a different angle: platforms and technology, people and personalities, companies and capitalism, gender and representation, culture, community, and finally the games themselves.

Game On! Dustin Hansen,2016-11-22 A middle-grade nonfiction book about the history and impact on pop culture of video games--

<u>Slay the Dragon</u> Robert Denton Bryant, Keith Giglio, 2015 Writing for the multibillion-dollar videogame industry is unlike writing for any other medium. Slay the Dragon will help you understand the challenges and offer creative solutions to writing for a medium where the audience not only demands a great story, but to be a driving force within it. Aimed at traditional writers who want to learn interactive narrative as well as game creators who want to tell better, more emotionally involving stories, the book is written by two creative veterans of both Hollywood and Nerdyhood. Through lively discussions and self-paced-exercises, Bryant and Giglio step you such topics as: the no-act structure of video games; writing great game characters; making gameplay emotionally meaningful; and bringing your game world alive.

<u>Video Games and Storytelling</u> Souvik Mukherjee,2018-02-05 The potential of video games as storytelling media and the deep involvement that players feel when they are part of the story needs to be analysed vis-à-vis other narrative media. This book underscores the importance of video games as narratives and offers a framework for analysing the many-ended stories that often redefine real and virtual lives.

Storyplaying Sebastian Domsch,2013-08-28 Incontestably, Future Narratives are most conspicuous in video games: they combine narrative with the major element of all games: agency. The persons who perceive these narratives are not simply readers or spectators but active agents

with a range of choices at their disposal that will influence the very narrative they are experiencing: they are players. The narratives thus created are realizations of the multiple possibilities contained in the present of any given gameplay situation. Surveying the latest trends in the field, the volume discusses the complex relationship of narrative and gameplay.

Replay Tristan Donovan, Richard Garriott, 2010 A comprehensive overview of the evolution of video games covering topics such as, Atari revolution; rise of cartridge-based consoles; American video game industry; international video game industry; Apple Mac; Nintendo Entertainment System; Sega video games; PlayStation video games; and girl gaming.

The Play Versus Story Divide in Game Studies Matthew Wilhelm Kapell,2015-11-16 Since the emergence of digital game studies, a number of debates have engaged scholars. The debate between ludic (play) and narrative (story) paradigms remains the one that famously never happened. This collection of new essays critically frames that debate and urges game scholars to consider it central to the field. The essayists examine various digital games, assessing the applicability of play-versus-narrative approaches or considering the failure of each. The essays reflect the broader history while applying notions of play and story to recent games in an attempt to propel serious analysis.

<u>Start Your Video Game Career</u> Jason W. Bay,2017-07-04 Learn how to start your career making video games from game industry expert Jason W. Bay! This practical question and answer book offers insider advice, information, and inspiration on how to get a job and grow your career making video games.

Once Upon a Pixel Eddie Paterson, Timothy Simpson-Williams, Will Cordner, 2019-10-31 Once Upon a Pixel examines the increasing sophistication of storytelling and worldbuilding in modern video games. Drawing on some of gaming's most popular titles, including Red Dead Redemption 2, The Last

of Us, Horizon Zero Dawn, and the long-running Metal Gear Solid series, it is a pioneering exploration into narrative in games from the perspective of the creative writer. With interviews and insights from across the industry, it provides a complete account of how Triple-A, independent, and even virtual reality games are changing the way we tell stories. Key Features A fresh perspective on video games as a whole new form of creative writing. Interviews with a range of leading industry figures, from critics to creators. Professional analysis of modern video game script excerpts. Insights into emerging technologies and the future of interactive storytelling.

The Composition of Video Games Johansen Quijano,2019-10-07 Video games are a complex, compelling medium in which established art forms intersect with technology to create an interactive text. Visual arts, architectural design, music, narrative and rules of play all find a place within, and are constrained by, computer systems whose purpose is to create an immersive player experience. In the relatively short life of video game studies, many authors have approached the question of how games function, some focusing on technical aspects of game design, others on rules of play. Taking a holistic view, this study explores how ludology, narratology, visual rhetoric, musical theory and player psychology work (or don't work) together to create a cohesive experience and to provide a unified framework for understanding video games.

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