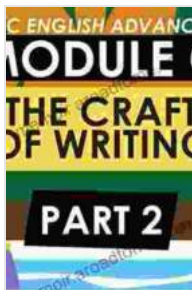


Narrative Design: The Craft of Writing for Games

By Chris Bateman

Narrative Design: The Craft of Writing for Games is the definitive guide to writing compelling stories for video games.

Written by veteran game writer Chris Bateman, this book covers everything from the basics of storytelling to the specific challenges of writing for interactive media.



Narrative Design: The Craft of Writing for Games

★★★★★ 5 out of 5

Language : English
File size : 14851 KB
Screen Reader : Supported
Print length : 224 pages
X-Ray for textbooks : Enabled



Whether you're a new writer looking to break into the game industry or an experienced writer looking to improve your craft, Narrative Design is the perfect resource.

What you'll learn from this book:

- The basics of storytelling, including plot, character, and setting
- The specific challenges of writing for interactive media

- How to write dialogue, cutscenes, and other game-specific content
- How to work with game designers and other members of the development team

Praise for Narrative Design:



“Narrative Design is the definitive guide to writing compelling stories for video games. Chris Bateman has written a comprehensive and insightful book that covers everything from the basics of storytelling to the specific challenges of writing for interactive media.” - Tom Bissell, author of The Zero and Extra Lives”



“Chris Bateman is one of the most respected game writers in the industry, and his book Narrative Design is a must-read for anyone who wants to learn how to write great stories for video games.” - Rhianna Pratchett, writer of Tomb Raider and Mirror's Edge”

About the Author

Chris Bateman is a veteran game writer with over 20 years of experience in the industry. He has written for some of the most popular video game franchises in the world, including *Call of Duty*, *Halo*, and *Assassin's Creed*. He is also the author of the novel *The Black Box*.

Table of Contents

- 1.
2. The Basics of Storytelling
3. Writing for Interactive Media
4. Dialogue and Cutscenes
5. Working with Game Designers and Other Team Members
6. Case Studies
- 7.

Free Download Your Copy Today!

Narrative Design is available in hardcover, paperback, and e-book formats. Free Download your copy today from your favorite bookseller.

<https://www.crcpress.com/Narrative-Design-The-Craft-of-Writing-for-Games/Bateman/9781138566033>

: 9781138566033

Pages: 304

Publication Date: October 2022

Publisher: CRC Press

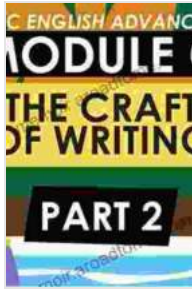
Narrative Design: The Craft of Writing for Games

★★★★★ 5 out of 5

Language : English

File size : 14851 KB

Screen Reader : Supported



Print length : 224 pages

X-Ray for textbooks : Enabled

FREE

DOWNLOAD E-BOOK



Corrosion and Its Consequences for Reinforced Concrete Structures

Corrosion is a major threat to reinforced concrete structures, leading to significant deterioration and potential failure. This article provides a comprehensive overview of...



Discover the Enigmatic World of Pascin in "Pascin Mega Square"

Immerse Yourself in the Captivating World of Jules Pascin "Pascin Mega Square" is a magnificent art book that delves into the enigmatic world of Jules...