

Writing for Games: Theory and Practice

Title: Writing for Games: Theory and Practice

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Publisher: CRC Press

First Published: 2022

DOI: <https://doi.org/10.1201/9781003182832>

Abstract: Focusing on the independent videogames sector, this book provides readers with a vocabulary to articulate and build their games writing practice; whether studying games or coming to games from another storytelling discipline. *Writing for Games* offers resources for communication, collaboration, reflection, and advocacy, inviting the reader to situate their practice in a centuries-long heritage of storytelling, as well as considering the material affordances of videogames, and the practical realities of working in game development processes.

Structured into three parts, **Theory** considers the craft of both games and writing from a theoretical perspective, covering vocabulary for both game and story practices. **Case Studies** uses three case studies to explore the theory explored in Part 1. The **Practical Workbook** offers a series of provocations, tools and exercises that give the reader the means to refine and develop their writing, not just for now, but as a part of a life-long practice.

Writing for Games: Theory and Practice is an approachable and entry-level text for anyone interested in the craft of writing for videogames.