A. Course Description

Credits: 4

Prerequisites: WRIT 131 Writing I
OR
WRIT 231 Writing II or equivalent.

Lab Hours/ Weeks: Corequisites: None

Lecture Hours/ Week :

MnTC Goals: Goal LS - Upper Division Liberal Studies, Goal 06 - Humanities/Fine Arts

In this course, students will learn how to write narrative, stories, and dialogue for video games. Video game writing is a unique kind of writing in the sense that dialogue and other visual-written feedback changes depending on the input of the player. By learning a writing for games style grounded in character creation, episodic structure, and dialogue, students in this course will learn the skills to become excellent game writers. Careers writing for video games, sometimes called game designers, are gaining in popularity and importance. In this unit, students will gain the background necessary to successfully write for video games and the video game industry. This course is part of the Game Studies Minor core.

B. Course Effective Dates: 05/05/2015 - Present

C. Outline of Major Content Areas:

See Course Description for major content areas.

D. Learning Outcomes (General)

1. Students will demonstrate techniques for writing for video games, such as narrative structure, dialogue, and writing in groups within the context of writing for an algorithmic environment
2. Students will demonstrate techniques for analyzing and improving video game narrative, dialogue, and stories
3. Students will learn about character and story development for games

E. Learning Outcomes (MN Transfer Curriculum)

Goal LS - Upper Division Liberal Studies
None

Goal 06 - Humanities/Fine Arts

1. Articulate an informed personal reaction to works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Engage in the creative process or interpretive performance.
4. Demonstrate awareness of the scope and variety of works in the arts and humanities.
5. Respond critically to works in the arts and humanities.

G. Special Information

None