



Writing for Video Games (Professional Media Practice)

By Steve Ince

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Video games is a lucrative new market for scriptwriters but writing for video games is complex and very different to traditional media (tv or film). This **practical guide shows how you can adapt your writing skills to this exciting medium**. Written by an award-winning games writer, the book gives you a realistic picture of how games companies work, how the writer fits into the development process, and the skills required: from storytelling, to developing interactive narrative, characters and viewpoints, dialogue comedy and professional practice. Illustrated with **examples from games and quotes from developers, writers and agents**, this is a **cutting edge professional writing guide at a very accessible price**.

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About the Author

Steve Ince is a games producer, designer and writer. He has received nominations for Excellence in Writing at the Game Developers Choice Awards, as well as the interactive BAFTA awards.

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