

Storytelling

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Student will use storytelling principles to design their own story and character personalities for a game.
3	Student will: <i>Understand the general principles of storytelling.</i> Describe how creative writing is used as a game design tool. Compare and contrast methods of delivering a story in a game. (Standard 27.0)
2	Student will: Identify the essential elements of a story.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Monday: All about storytelling!

For the project:

-Students will identify 5 important elements of storytelling in video games. Any five elements from any of the articles below (don't forget to include your sources)!

-Discuss one game you have played with good storytelling and why you felt it was good.

Check out Google, YouTube, textbooks, and gaming websites to really dive deep! Below are some websites on storytelling aspects as well.

<http://www.slideshare.net/bobman5000/elements-of-storytelling-for-games>

<http://frictionalgames.blogspot.com/2013/08/5-core-elements-of-interactive.html>

<https://philanthropy.com/article/4-Essential-Elements-of/152837>

<http://www.whatgamesare.com/2011/02/video-game-writing-and-the-sense-of-story-writing.html>

<https://thesixthstation.wordpress.com/2014/06/12/essential-moments-in-video-game-storytelling-half-life/>

<http://www.ncte.org/library/NCTEFiles/Resources/Journals/EJ/1026-jul2013/EJ1026Exploring.pdf>

If you are interested getting into video game storytelling/narratives professionally you may also want to check out "Storytelling in Video Games - The Story Board Ep. 8" You can find it on the weekly topic resources page (week 10 "Click Here for Videos"). This is a very long video (over an hour so watch it at home on the side if storytelling is your career goal).

Tuesday-Thursday:

Work in your groups on storytelling and narrative aspects of your game. Write back stories for characters, character personality traits, basic narratives (these will change as you build the game), storyline of the game, etc.

If your group game will not have a storyline (if the game is a pong, sports, or basic type game) you will outline the basics of what the game is about then design the above for your own idea instead of for your group game.