

## Video Game Storytelling

For centuries, stories have been told to entertain. From the earliest times of sitting around a campfire to the progress of printed books to motion pictures on a screen, we've enjoyed adventures and happenings in others' lives.

The modern story is being told through interactivity with video games. This is a new way of telling a story and has skills different from other storytelling methods. This growing part of the video game industry is still in its infancy, but those that understand it are needed for today's complex games.

The video game industry has grown bigger than sports and movies. High school students can get varsity letters in eSports and even scholarships. This makes video games an exciting career.

In this workshop, students will be introduced to what makes video game storytelling unique and practice creating a video game using minecraft-like board and blocks with an app that make it easy for anyone to use. Meaning – no coding necessary!

Students will have to opportunity to continue working with the tools once the class is done to expand their video game.

Age: 13 through adult (younger kids may attend with a parent or guardian)

Time: 2 hour hands on workshop

### BIO:

Stephen has been a computer developer consultant for over 20 years. He is also the author of several books and combines his author and video game knowledge to teach kids how they can use these skills for a future job.

Oh, and he has a wolf.

Microsoft Certified Engineer  
Certified Interactive Narrative  
Certified Video Game Writer