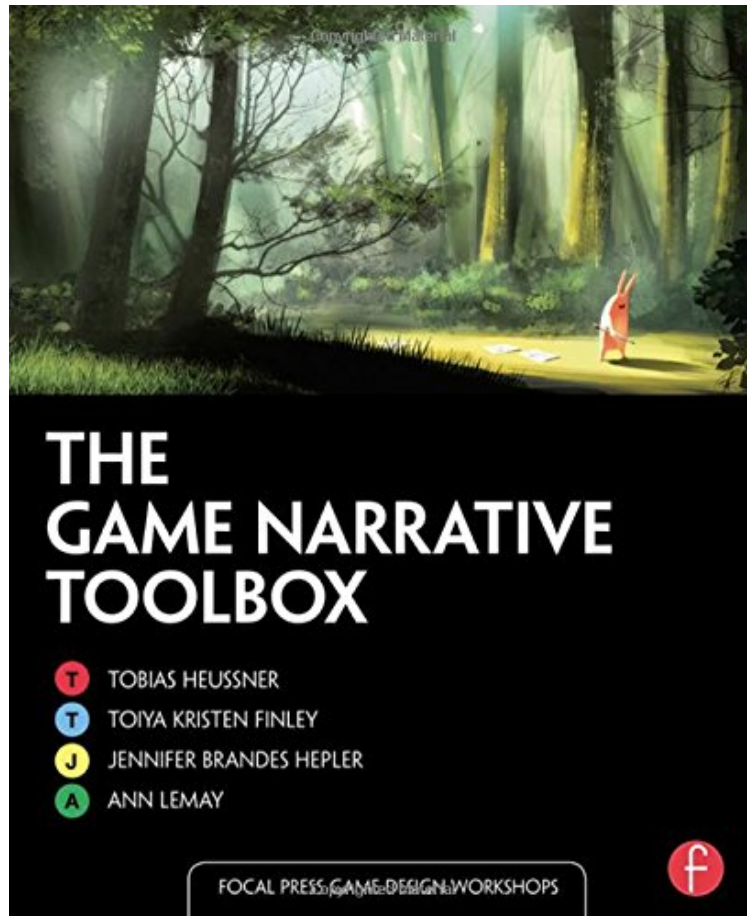


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## The Game Narrative Toolbox (Focal Press Game Design Workshops)

*Tobias Heussner, Toiya Kristen Finley, Jennifer Brandes Hepler, Ann Lemay*  
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**Tobias Heussner, Toiya Kristen Finley, Jennifer Brandes Hepler, Ann Lemay : The Game Narrative Toolbox (Focal Press Game Design Workshops)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Narrative Toolbox (Focal Press Game Design Workshops):

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Cindy What an amazing resource to anyone in games. This came recommended by Warren Spector as one of his books to read to understand more about game narrative. This is great for anyone who wants to know what being a writer for games is all about. It's also great for any game dev who wants to understand more about the process that goes into creating stories in games and how writers use more than words to craft the whole experience. With 4 different authors, you get a great view of how narrative jobs are different throughout the industry and some of the philosophies people have when creating a game's story and then techniques for making it happen. Read it if you want to understand what it's like to write for games.

Learn how to create compelling game storylines. Four experienced narrative designers from different genres of game development have banded together to create this all-inclusive guide on what it's like to work as a writer and narrative designer in the videogame industry. From concept to final testing, *The Game Narrative Toolbox* walks readers through what role a narrative designer plays on a development team and what the requirements are at every stage of development. Drawing on real experiences, authors Tobias Heussner, Toiya Finley, Ann Lemay, and Jennifer Hepler provide invaluable advice for writing compelling player-centered stories and effective dialogue trees in order to help readers make the switch from prose- or screen- writing to interactive. Accompanying every chapter are exercises that allow the reader to develop their own documentation, outlines, and game-dialogue samples for use in applying for industry jobs or developing independent projects. This first installment of Focal Press's *Game Design Workshops* series is a must-have for individuals looking to create captivating storylines for games.

About the Author Tobias Heussner is an experienced Game Content / Narrative Designer who started developing games in high school. He has worked on more than 18 published titles ranging from AAA PC games to handheld console games and Free2Play browser games. His areas of expertise include Game Content Design, Game Narrative Design/Writing, Game System Design and Game Production. Toiya Kristen Finley has 20 years of experience as a writer and editor in several media. In games, she has worked as a game designer, narrative designer, and game writer (or some combination of the three) on several indie, social, and mobile games for children and general audiences, including *Academagia: The Making of Mages* and *Fat Chicken*. With Tobias Heussner, she co-founded the Game Writing Tutorial at GDC Online and served as an instructor. Jennifer Brandes Hepler got her start in tabletop game development, working for well-known properties such as *Shadowrun* and *Paranoia* before detouring to Hollywood to work on CBS Television's *The Agency*. She then spent eight years as a senior writer and narrative designer at Bioware, on the *Dragon Age* franchise and *Star Wars: The Old Republic*. She is now lead writer on *Game of Thrones: Ascent*. Ann Lemay joined the video-game industry in 1997. Over the years she's worked as a game designer, narrative designer, and writer on a wide range of projects. In 2010 she joined BioWare Montreal, where she wrote for *Mass Effect 3* and *Mass Effect 3: Omega*, contributed to *Dragon Age: Inquisition*, and is now working full-time on the next *Mass Effect* title.