To all attendees at the Bram Stoker Awards® Weekend, incorporating World Horror Convention 2013: we are offering one (and only one) workshop at the Convention, as below.

Narrative Design for Computer Games (and other large projects)

Delivered by Angel Leigh McCoy

Timing: 9am-1pm Sunday 16 June – Queen Anne Parlor

Angel Leigh McCoy is a 20-year veteran writer in the games industry. She works as a narrative designer at NCSoft/ArenaNet, in charge of the ongoing story for *Guild Wars 2* (www.guildwars2.com), an award-winning, AAA online roleplaying game. Her focus in her job is world-building, character-driven story, and dialogue. You can learn more at www.angelmccoy.com.

This workshop will help you see your writing from a new perspective, whether you're a novelist, short story writer, or comic book writer. It will also help you understand what it takes to break into the games industry and to be successful once in it. The video game industry as a whole pulled in 24.75 billion dollars in 2011 (nearly matching publishing revenue estimated at $27.2 billion that year), and games need writers too! Horror is especially alive and well in the games industry with games such as *Dead Space 2, F.3.A.R, Silent Hill: Downpour,* and *Rage* being just a few of those that came out in 2011. Narrative design jobs are opening up as game design studios recognize the need for

higher quality in their dialogue and story—and they're looking to pools of traditionally published writers for their recruiting.

In this workshop:

- We will cover these topics, among others:
    - What is the current status of the games industry?
    - How does thinking like a tech writer help you write better creative content?
    - What makes good dialogue?
- We will have guided practice in:
    - World-building
    - Characterization
    - Storytelling

Once you're registered for the workshop, you'll be invited to send your resume (or that of a loved one who wants to work in the games industry) to Angel. She'll look it over and give you tips for how to make it more game-industry attractive, plus the final hour of the workshop will include a discussion of how to approach applying for a job in the games industry.

"Video games sit at the confluence of history, technology, and art in such a way that's found in no other medium, a place where influences from every creative field meet, mix, and recombine." —Daniel D. Synder, the Atlantic

Bookings

To book and make payment please email Angel directly at angel.leigh.mccoy@gmail.com. The cost is $50.00 per person and this is entirely separate from your Convention Registration. Payments will be made directly to Angel, in advance.

Space is very limited (we are operating in a Boardroom style, with plenty of time for individual discussion), so book early to avoid disappointment.