Writing for Video Games with Jonathan Callan

RECOMMENDED RESOURCES

Recommended Viewing:
- Power of Myth Series
- Power of Myth Episode 1 Clip
- The Story Circle

Recommended Articles:
- Game Design as Narrative Architecture by Henry Jenkins
- The Rise and Fall of Environmental Storytelling in Games by Damien Lawardon

Recommended Books:
- Blood, Sweat and Pixels by Jason Schreier
- Game Design Workshop: A Playcentric Approach to Creating Innovative Games by Tracy Fullerton
- On Writing by Stephen King
- On Writing Well by William Zinsser
- Story by Robert McKee
- Story Mode by Trevor Srtunk
- The Creative Gene by Hideo Kojima
- The Elements of Style by William Strunk Jr
- The Hero with a Thousand Faces by Joseph Campbell
- The Power of Myth by Joseph Campbell and Bill Moyers
- The Ultimate History of Video Games by Steven L. Kent
- The Writer's Journey by Christopher Voegler

Recommended Websites:
- Coverfly
- In the Cut
- Reddit Screenwriting
- Script Slug
- The Blacklist
- The Creators Writing Room
- The Script Lab
- Writers Guild of America

Recommended Listening:
- On the Page
- Script Lock
- Scriptnotes
- The Diversity Hires
- The Game Design Roundtable
• The Screenwriting Life with Meg LeFauve and Lorien McKenna
• Write On: A Screenwriting Podcast

Sundance Collab Videos
• Conversations from the Labs: Audiences of the Future and Present with Jonny Freeman
• Conversations from the Labs: Iterative Practice and Collaboration with Sarah Ellis Nick Fortugno and more
• Master Class: Finding Your Screenplay's Story with David Schwab
• Master Class: How Games Tell Stories with Nick Fortugno