



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 Vogler

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*](#)