

Top 10 Things To Teach About Game Writing

Wendy Despain

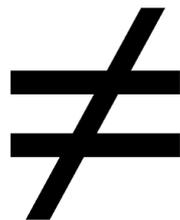
Game Writer and Educator @ Full Sail University

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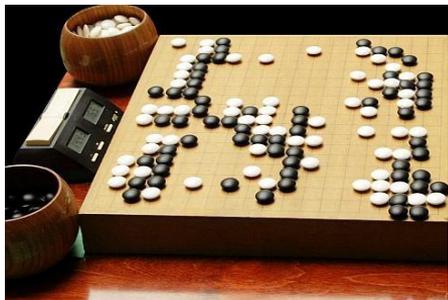
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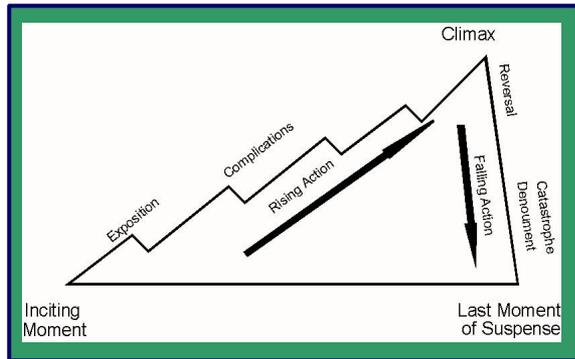
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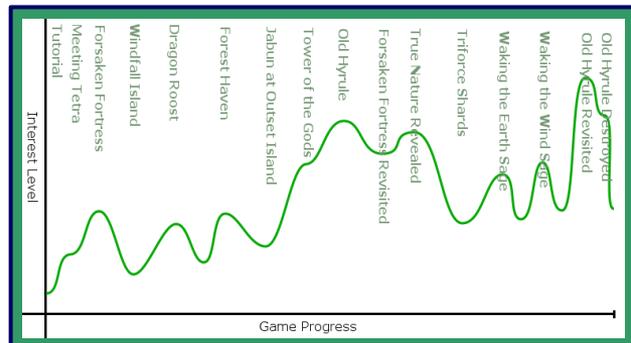
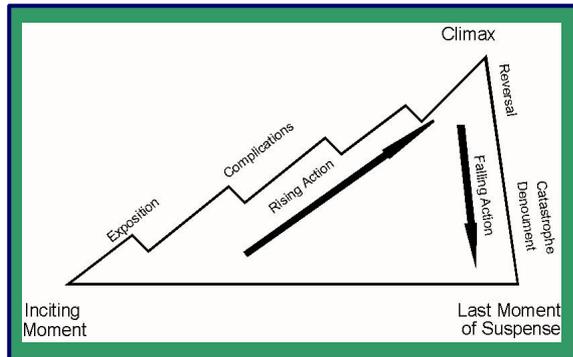
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04 English class concepts like “theme” apply to games.



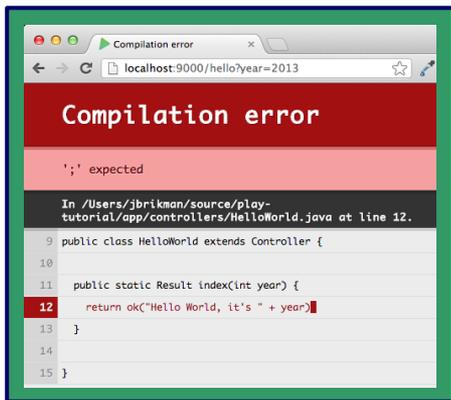
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03 Grammar and spelling are gatekeepers in games.



Compilation error

localhost:9000/helloYear=2013

Compilation error

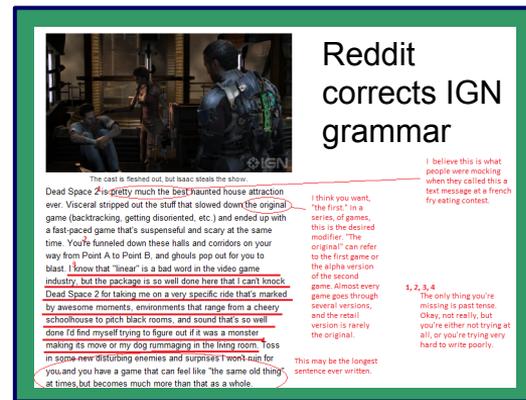
;' expected

In /Users/jbrikman/source/play-tutorial/app/controllers/HelloWorld.java at line 12.

```

9 public class HelloWorld extends Controller {
10
11     public static Result index(int year) {
12         return ok("Hello World, it's " + year);
13     }
14
15 }

```



Reddit corrects IGN grammar

The cast is fleshed out, but Isaac stands the show.

Dead Space 2 is pretty much the best haunted house attraction ever. Visceral stripped out the stuff that slowed down the original game (backtracking, getting disoriented, etc.) and ended up with a fast-paced game that's suspenseful and scary at the same time. You're funneled down these halls and corridors on your way from Point A to Point B, and ghouls pop out for you to blast. I know that "linear" is a bad word in the video game industry, but the package is so well done here that I can't knock Dead Space 2 for taking me on a very specific ride that's marked by awesome moments, environments that range from a cheery schoolhouse to pitch black rooms, and sound that's so well done I'd find myself trying to figure out if it was a monster making its move or my dog rummaging in the living room. Toss in some new disturbing enemies and surprise! I wrote this for you, and you have a game that can feel like "the same old thing" at times but becomes much more than that as a whole.

I think you want "the first" in a series of games, this is the desired modifier. "The original" can refer to the first game or the alpha version of the second game. Almost every game goes through several versions, and the retail version is rarely the original.

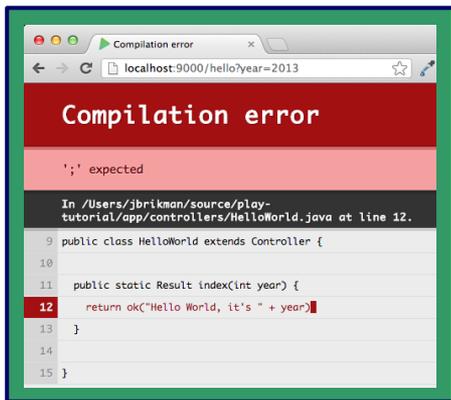
1, 2, 3, 4
The only thing you're missing is past tense. Okay, not really, but you're either not trying at all, or you're trying very hard to write poorly.

I believe this is what people were mocking when they called this a text message at a french fry eating contest.

This may be the longest sentence ever written.

In the game industry, bad grammar can kill a career.

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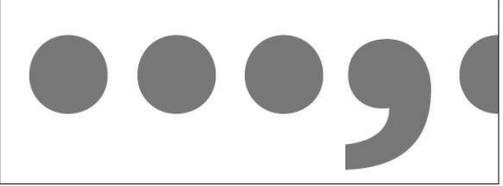
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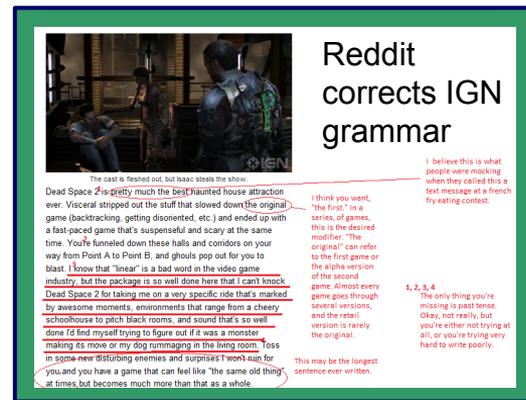
HBR Blog Network



I Won't Hire People Who Use Poor Grammar. Here's Why.

by Kyle Wiens | 8:02 AM July 20, 2012

Comments (2780)



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gamer pov

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gamer pov

≠

dev pov



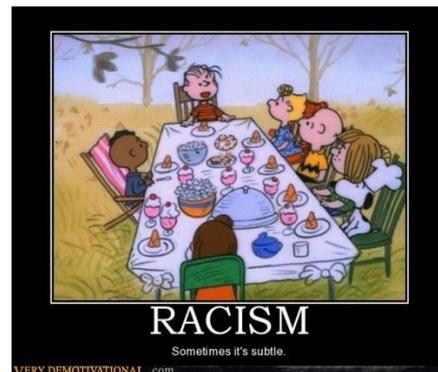
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01 Storytelling in games changes the world - for better or worse.



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SAN FRANCISCO, CA
MARCH 17-21, 2014
EXPO DATES: MARCH 19-21
2014