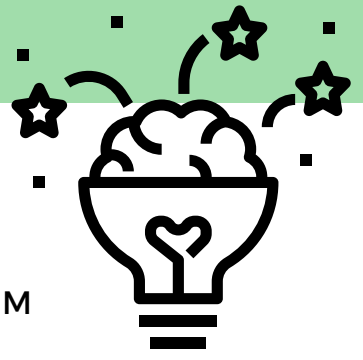
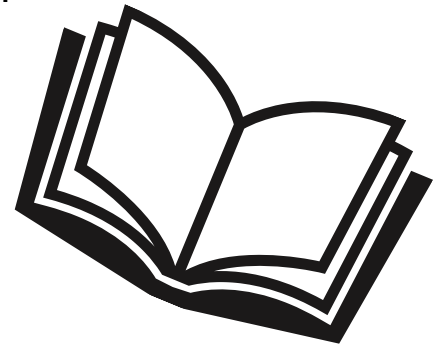


STORYTELLER



WHAT IS A STORYTELLER?

NARRATIVES ARE THE MOST TYPICAL MODE FOR DOCUMENTING HUMAN EXPERIENCE AND LEARNING FROM OTHERS. THE STORYTELLERS BREATHE LIFE INTO THE VARIOUS GAME ELEMENTS BY PROVIDING A "WHY" FOR OUR "WHAT," CREATING THE NARRATIVE THAT TIES ALL THE ELEMENTS BROUGHT TO THE GAME BY THE ASSET DESIGNERS AND THE GAME DESIGNERS.



Useful Resources for Asset Designers



Background Information

- University Libraries - research is research is research. Storytellers need information
- YouTube - Research is good, but so are anecdotal stories, so you know what the everyday person has done as well
- Reading, writing, playing video games, listening to music - sounds all very easy and not like work, but what you take in helps you create the stories you need for your own creations
- Google Drive - a good place to store your writings and are able to share with others in your group

LEVEL-UP LEAGUE SESSIONS

IN-PERSON

WEDNESDAYS @ 3:30

BIZZELL LL118

ONLINE

TUESDAYS @ 3 | REGISTER AT

LIBCAL.OU.EDU FOR LINK



Storyteller

The narrative of the game is all due
to the storyteller giving life to what the
game is doing

Check-in with a University Libraries Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points; there can be only one!)
Week 1: Game Title				
Week 2: Set the scene/build the world				
Week 3: Who's who - character descriptions				
Week 4: Why are you playing the game?				
Week 5: What happens when you win/lose?				
Week 6: Who/what are you controlling?				
Week 7: Outline story				
Week 8: What makes the story fun/cool/makes you want to play?				
Week 9: Story feedback from others - get someone else to comment on your story				
Week 10: Draft story document				
Week 11: Finished story document				
Week 12: Build out app				

*based on Storyteller's descriptions