

Storytelling Example 2: Story in Games

Once upon a time...

There was a college professor that taught a game design course.

Every day...

Everyday the professor lectured about gameplay and the students created games that had interesting gameplay but lacked in storytelling.

But one day...

But one day, the professor decided to do a storytelling activity in class.

Because of that...

Because of that, the students became engaged in the storytelling process.

Because of that, the students started to design their own unique stories and integrate them into their game designs.

Because of that, the games started to become more interesting.

Until finally...

Until finally, in the final project, each team created an innovative game that integrated a deep and engaging story, which resulted in games that each went on to win awards and gain notoriety in competitions around the world.

And ever since then...

And ever since then, the students have been very successful in getting jobs as game designers. And the professor has continued to use the storytelling activity in future classes.