INTERNSHIP REGISTRATION FORM

Study programme: AV media

Student First name and surname: Dorja Cug

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THE AIM OF THE INTERNSHIP (3 main activities for the practical implementation of previously acquired knowledge, skills and attitudes based on learning outcomes of the traineeship):

- 1. Story development and world-building
 - a. Research and design the narrative structure and world-building elements for audiogames in the backlog.
 - b. Develop character profiles, backstories, and key plot points suitable for an audio-only experience.
 - c. Collaborate with the team to align the story with gameplay mechanics and accessibility requirements.
- 2. Scriptwriting and audio narration design
 - a. Write scripts for key scenes, dialogue and environmental storytelling.
 - b. Ensure scripts are tailored for audio presentation, focusing on immersive and descriptive language.
- 3. Testing and iterative refinement
 - a. Conduct narrative playtesting sessions to evaluate the flow and clarity of the story for an audio-only audience.
 - b. Gather feedback from the team and potential players to refine the script and narration.
 - c. Prepare a final version of the narrative content ready for implementation in {Project}.

HOST ORGANIZATION Name: AudioCat

Time of being on the internship (dates): 12.03.2025 – 18.04.2025

Amount of the internship (hours): 157

The supervisor's information:

First name and surname: Dylan Johansson

Position: Design Lead

E-mail: dylan@audiocatapp.com

Phone: +46708855324

INTERNSHIP SCHEDULE (detailed schedule of the internship activities and estimated results):

Week 1 (12.03 - 15.03): orientation and research (15 hours) Activities:

- Introduction to the company, team and audiogame backlog.
- Overview of accessibility requirements for audiogames.

- Research into narrative styles and world-building techniques suitable for audio-only experiences.
- Begin drafting initial story concepts and character ideas for {Project}.

Estimated results:

- Familiarity with company objectives and project scope.
- Initial story concept and character drafts.

Week 2 (18.03 - 22.03): story and character development (30 hours)

Activities:

- Finalize the narrative framework and world-building for {Project}.
- Develop detailed character profiles, including backstories and motivations.
- Outline major plot points and pacing for {Project}'s narrative.

Estimated results:

Completed narrative outline and character profiles.

Week 3 (25.03 - 29.03): scriptwriting and audio design integration (40 hours)

Activities:

- Write scripts for key scenes, including dialogue and environmental storytelling.
- Focus on creating immersive, descriptive audio-friendly scripts.
- Collaborate with the team to align the story with sound design elements.

Estimated results:

Drafts of key scenes and scripts ready for feedback.

Week 4 (01.04 - 05.04): playtesting and feedback (40 hours)

Activities:

- Conduct narrative playtesting with the team or potential players.
- Evaluate the clarity, pacing, and immersion of the narrative.
- Collect feedback on improvements and identify areas to refine.

Estimated results:

Feedback report and identified changes for narrative refinement.

Week 5 (08.04 - 12.04): iteration and finalization (30 hours)

Activities:

- Revise scripts and narrative based on playtesting feedback.
- Polish character details and finalize all narrative components.
- Prepare a presentation or documentation summarizing the work completed.

Estimated results:

- Finalized narrative content ready for implementation in {Project}.
- Presentation of work for evaluation.

Week 6 (15.04 - 18.04): wrap-up and reflection (2 hours)

Activities:

- Reflect on the internship experience and document key learnings.
- Submit final work for review and receive feedback.

Estimated results:

- Completed internship with all deliverables submitted.
- Reflection on professional growth and skills developed.

SIGNATURES:

Supervisor:

Student: Dorja Cug

APPROVAL University-based internship supervisor First name and

surname: Miguel Llanso Pinilla

Signature: (

Dylan Johansson 3076230E662A4A5...

Date: 10.3.2025.