

= Christine Love (writer) =

Christine Love is a Canadian independent visual novelist best known for her three original works : Digital : A Love Story , Don 't take it personally , babe , it just ain 't your story , and Analogue : A Hate Story . Love began creating visual novels while in university , making a few small games , visual novels , and pieces of written fiction before coming into prominence with the release of Digital in 2010 . She went on to work on Love and Order , a dating simulation by video game designer Riva Celso , as well as Don 't take it personally , both released in 2011 . Her latest work and first commercial project on which she was the primary developer is Analogue , released in February 2012 ; Love dropped out of her English degree during its development , and is currently fully supported financially on the proceeds . She released an expansion to the game , titled Hate Plus in 2013 . Her current project is called Ladykiller in a Bind , and is expected to be released in July 2016 .

= = Biography = =

Christine Love began creating visual novels while in school at Trent University . By January 2010 , she had made a few small video games , written a novel and a few short stories , which she largely unsuccessfully tried to sell , and had made a visual novel each March for three consecutive years for NaNoRenO (National Ren 'ai Game Writing Month) , a month @-@ long contest in the vein of National Novel Writing Month (NaNoWriMo) where developers attempt to create a visual novel in one month . In February 2010 , she started a fourth visual novel , which resulted in Digital : A Love Story , her first game to receive widespread attention and acclaim . Set " five minutes into the future of 1988 " , Digital tells the story of the silent protagonist 's online relationship with a girl named * Emilia , and a mystery surrounding the " murders " of several AI programs . The game is presented entirely through the interface of a 1980s computer with online bulletin board system posts and messages from other characters ; the protagonist 's own messages are implied but never shown . Love expected the game to reach as many people as her prior work , " a dozen or so people " ; instead , the free game was noticed by video game publications and websites such as PC Gamer and Gamasutra and received much more attention , becoming what Love believes was " a defining point in [her] writing career " . Widely praised by critics , Digital earned an honorable mention in Gamasutra 's " Best Indie Games of 2010 " list . Love felt that Digital 's success turned her from a writer into an indie game developer .

After Digital , Love worked on her first commercial game project , Love and Order , a dating simulation by video game designer Riva Celso . She did writing and design work for the game , set in the Crown attorney 's office in Montreal , which was released in February 2011 . Love describes the game as " not really my best work " , as dating simulations are not her strong point . Nevertheless , proceeds from the game were enough to support her financially for a while , and showed Love that creating games and visual novels could be a full @-@ time profession . In 2011 , she spent the month of March working on another visual novel : don 't take it personally , babe , it just ain 't your story , which was released as a free download on 4 April 2011 . A spiritual sequel to Digital , the game follows John Rook , a private school literary teacher in 2027 , over the course of a semester . He can see students ' private messages at any time via the school 's social network . Don 't take it personally deals with themes of internet privacy and relationships in the future . The game was again widely praised by critics , with The Daily Telegraph awarding the game for " Best Script " in its video game awards of 2011 .

That summer , Love began working on a larger , commercial game . She was beginning to believe that her games could be successful commercially , a belief supported by messages to that effect by fans of her previous works . The game , Analogue : A Hate Story , was released in February 2012 . Love dropped out of university during the game 's development in her fourth year of an English undergraduate degree . She felt that she was " not really learning a whole lot " and was unable to balance school and work on the game . Set centuries after Digital : A Love Story , the plot of Analogue revolves around an unnamed investigator , who is tasked with discovering the reason for

an interstellar ship 's disappearance once it reappears 600 years after " going dark " . The game 's themes focus similarly around human / computer interaction , interpersonal relationships , and LGBT issues ; but focus primarily on " transhumanism , traditional marriage , loneliness and cosplay . " The release of Analogue , Love 's first commercial game as main developer , currently fully supports her financially . Although Analogue is a sequel " of sorts " to Digital , the time difference between the two games means that they are connected more in spirit than directly , similar to the connections between Digital and Don 't take it personally . Analogue sold over 30 @, @ 000 copies by August 2012 , and has inspired the release of a soundtrack album by the game 's composer , Isaac Schankler , as well as a commercial expansion to the game , titled Hate Plus , which is intended to further develop the backstory of * Mute and the ship .

Since the release of Hate Plus , Love has begun work on a new game , titled Ladykiller in a Bind . The full name of the game is My Twin Brother Made Me Crossdress As Him And Now I Have To Deal With A Geeky Stalker And A Domme Beauty Who Want Me In A Bind ! ! , and the game is described by Love as " an erotic visual novel about social manipulation and girls tying up other girls " .

= = Influences and philosophy = =

Christine Love describes herself as " a writer first , and a game designer second " , as writing was her initial goal . She originally pictured her future as that of a novelist , with a day job as a programmer to support herself . Love describes her games as being about " our relationship with technology , about human relationships in general , and about seeing things from different perspectives , " as well as having " a ton of words " . She strives for her stories to be true and sincere , but not necessarily realistic . Love is also interested in the portrayal of gender and sexuality in video games ; in Digital and Analogue , she was careful to avoid mentioning or assuming the gender of the player or the character they control , though the love interests in the games are female . Privately , however , she thinks of them as female , as her intention was to create games that could be easily appreciated by queer people such as herself , without having to project themselves onto a relationship that did not match up to their perceptions . Love believes that indie games have " more meaningful depictions of queer experiences " than those from larger studios .

Love 's design process has become more refined as time goes on . For Digital , she did not plan anything in advance ; while for Analogue , she worked out the entire design and pacing game in flowcharts before starting . For all of her games , however , she does a lot of research into the time periods and issues involved . Love does not feel that text is necessarily the best way to tell a story in a game , but finds it easier to communicate with it as a writer .

= = Works = =

Digital : A Love Story (2010)

Love and Order (2011)

don 't take it personally , babe , it just ain 't your story (2011)

Analogue : A Hate Story (2012)

Hate Plus (19 August 2013)

Interstellar Selfie Station (2014)

My Twin Brother Made Me Crossdress as Him and Now I Have to Deal with a Geeky Stalker and a Domme Beauty Who Want Me in a Bind ! ! (aka Ladykiller in a Bind) (2016)