

# Decades of Game Narrative Experience in Just a Day: ECGC Game Narrative Tutorial

RALEIGH, NC, US, April 15, 2017 /EINPresswire.com/ -- The [Game Narrative Tutorial](#) @ ECGC offers a one-of-a-kind experience for writers, game designers, and anyone interested in the craft of storytelling in games.

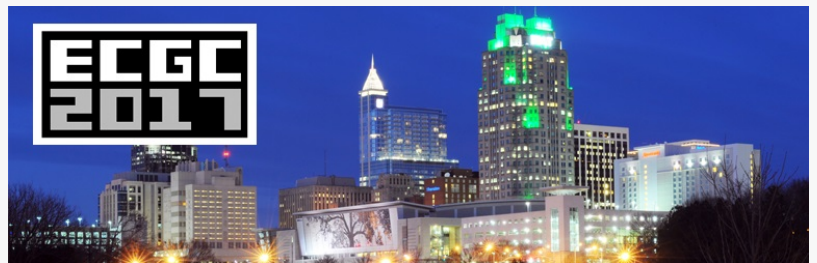
Representing experience in all game genres—from innovative AAA titles and popular indies, to games with seemingly little narrative—participants will collaborate with fellow attendees while learning from some of the best the industry has to offer. For those wanting to work as a game writer or narrative designer, the workshop offers a leg up over the competition with hands on guidance from game industry veterans.

Conceived of and hosted by Toiya Kristen Finley (Schnoodle Media, LLC), the collaborative, hands-on approach requires attendees to write, a lot. With help from veteran writers with credits on some of the most successful titles in the industry—Destiny, Quantum Break, Deus Ex: Mankind Divided, and others—participants will experience a simulated studio environment that shows what it's like to work as a writer in the game industry. Toiya Finley says this tutorial will goes "beyond writing, attendees will learn to be effective narrative designers; engaging other members of the development team (animators, programmers, etc.) to take an active part in the game's narrative/storytelling."

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ECGC is an unbelievable opportunity for anyone interested in game writing and narrative design—the best workshop of its kind, hands down.”

*Seth Hudson, Asst. Prof. of Game Writing for George Mason University*



Toiya Kristen Finley

The Game Narrative Tutorial @ ECGC is a one-day only event offering unparalleled insight to the craft of game writing and narrative design. Participation is limited to 40 people, so [register today](#).

In addition to the Game Narrative Tutorial on the April 18th there will be a Narrative Track for more learning by top writers in the field on the 19th and 20th as well as many other educational and career building opportunities.

The [East Coast Game Conference](#), the largest gathering of video game professionals on the east coast. The focus of the conference is to provide video game developers, students and educators an engaging program with opportunities for networking and collaboration.

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