



WRITERS GAME

SCHEDULE FOR WRITERS GAME

SAT NOV 9TH

TRINITY COLLEGE



08.00 - 08.45

Registration

Arts Building, Trinity College, Dublin

Enter through either the main Archway or Nassau Street

08.45 - 09.00

WGDUB19 Opening Welcome

ROBERT EMMETT AUDITORIUM

09.00 - 09.50

Diversify To Succeed

- Glenn Meade

For writers/creatives to succeed in today's media world, writers need to understand cross media content creation. So how can you create content that you can market across multiple media?

10.00 - 10.50

PR, Digital Marketing - More Than A Press Release

- Dee Rivera

Social media marketing and implementing Social as a way to promote yourself to editors, companies & your content consumers.

11.00 - 11.50

Bestseller Story Secrets

- Glenn Meade

Now that we're going to write Trans-Media content, what are the core story secrets you need to create a bestselling story concept.

12.00 - 12.30

Create Your Brand, Tell Your Story, Sell Your Stories

- Denise Horan

The title of this talk says it all. Denise will show you how to create your brand by telling your story, so you can sell your stories.

12.30 - 13.15

Lunch Break

13.15 - 16.50

BREAKOUT WORKSHOP TRACK 1

Film & Books

- John Dawson

Storytelling & Screenwriting – breakout workshop with John Dawson

Being a writer requires more than a vivid imagination and dedication. One needs to have a deep understanding of 'Story', its purpose, and its parts, regardless of the form in which one's story is presented IE novels, short stories, comics, plays, film screenplays, games and TV shows scripts. John will deep-dive with you into Story: its role in the human experience. He will work with you to ensure that you have a clear understanding of a story's components: logic, theme, character and archetypes, structures, plotting, genres, tone, and how all these must gel together to create a completely rewarding, memorable experience; one of transcendence and transformation.

13.15 - 16.50

BREAKOUT WORKSHOP TRACK 2

Game Narrative Tools

- Karen Hunt

This intensive Breakout Workshop will provide you with:

A working understanding of what Game Writing is and how it differs from more traditional forms of script-writing.

An introduction to Narrative Design and the use of branching narratives & foldback schemes in Game Writing.

Help with getting started on your first portfolio piece - with the aim of everyone having completed the first draft of a game scene by the end of the session.

SCHEDULE AND TIMES SUBJECT TO CHANGE