

INTERACTIVE STORYTELLING



Bravo's love of the interplay between audience and raconteur has led to the development of techniques to create responsive narratives, which have a coherent throughline, yet which can be effected by the response of the audience.

These workshops are relevant for wordsmiths of all types as they include techniques for overcoming writer's block, how to avoid cliché, writing with rhythm and character development methods. They are particularly relevant for game designer / writers, transmedia storytellers, immersive theatre playwrights and theatrical improvisers as the second phase of tuition is based around responsive narrative design. Arming participants with experience in how to give the audience / player access to the fictional world through in-game assets / stage set pieces and peripheral narrative devices such as journal entries and over-heard conversation snippets. The core focus of this course is developing branching narrative trees which allow for responsive progression through the story, while keeping the integrity of the chapter, character and world intact.

The workshops cover the following areas:

- How to enter the 'flowstate' in your writing.
- Character creation.
- World design.
- Relative importances; what should be constant, what can you change on the fly?
- Peripheral storytelling devices.
- Branching narrative trees.

