# INTERACTIVE

NARRATIVE #

TORYTELLING

12-14 MAY 2023



# **FRIDAY 12 MAY**

Academic Stream 10:00 AM - 03:30 PM

#### THINGS TOO REAL: ADDRESSING ENVIRONMENTAL DISASTER THROUGH INTERACTIVE NARRATIVE

Kevin Mercer

10:00 AM - 10:45 AM

OBSG17 - UNIVERSITY OF OTAGO

#### DIGITAL HISTORIES IN HYPERTEXT: WANDERING, WONDERING, AND WATER

Adam Stewart

#### **BOOKS VS GAMES**

01:00 PM - 01:45 PM

OTAGO POLYTECHNIC

#### MAKING GOOD CHOICES: CHOICE DESIGN FOR NARRATIVE GAMES

Mads Mackenzie 02:00 PM - 03:00 PM

OTAGO POLYTECHNIC



### **PŪRAKAU** KAI TAHU -OUR **STORIES**

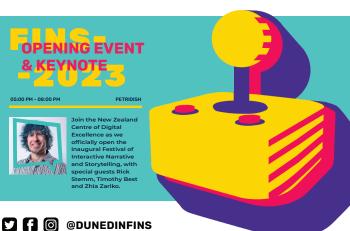
Te Rūnanga o Ngāi Tahu

02:30 PM - 04:00 PM

SINCLAIR WETLANDS

Join Tumai Cassidy and Taikawa Tamati-Elliffe on a special FINS interactive hīkoi to the Ōtepoti - Dunedin Sinclair Wetlands. Engage in the stories of local iwi/hapu; learn about the importance of 'Te Nohoaka o Tukiauau', and how the myths and legends helped Māori understand their world.

Pick up/drop off at Petridish, 8 Stafford t, Dunedin. Spaces limited, booking essential.



## SATURDAY **13 MAY**

Tühura Otago Museum 08:30 AM - 05:30 PM

#### MĀORI PAST FUTURE WITH GUARDIAN MAIA

09:00 AM - 10:00 AM

HUTTON THEATRE

#### NARRATIVE DESIGN FOR YOUR TEAM

10:15 AM - 11:00 AM

BARCLAY THEATRE

### **UNDERSTANDING** THE POWER OF YOUR OWN STORIES



11:15 AM - 12:30 PM HUTTON THEATRE

workshop leading participants through sechniques that are simple to understand and sowerful in combination. From widely used rameworks, be guided through establishing experience goals, design pillars, narrative high soncept, audience psychographics and player motivations. Finish with a set of diagrams clarifying your own ideas in a way that can be easily communicated to others.

#### NARRATIVE DESIGN BOOSTER: INOCULATING AGAINST PROFESSIONAL PRACTICE MYTHS

Christy Dena

### POWERING UP STORY WORLDS

Emily Duncan & Allison Horsley

01:00 PM - 02:00 PM

#### GET YOUR BOOGER HOOK OFF THE BANG BANG SWITCH!

Samara-Jade Sendek

01:15 PM - 02:00 PM

I'M IN THIS BOOK! THE JOY OF

BARCLAY THEATRE

HUTTON THEATRE

INTERACTIVE FICTION

#### PLAYER STORIES & PLAYED STORIES - THE CONNECTION BETWEEN COMMUNITY MANAGEMENT & NARRATIVE DESIGN

Lisa Blakie & Emily Latta

02:15 PM - 03:00 PM

BARCLAY THEATRE

### NARRATIVE STORYTELLING WITH YARN SPINNER

Dr Paris Buttfield-Addison & Jonathon Manning

HUTTON THEATRE

panel gives attendees ridiculous, timed experience and expert advice will give

#### DIGGING INTO NARRATIVE DESIGN: SKILLS, PATHWAYS AND ADVENTURES

Brooke Maggs 4:30 PM - 05:00 PM

BARCLAY THEATRE

# **FINStant Noodles**

Saturday 13 May 07:00 PM - LATE



# SUNDAY **14 MAY**

Tühura Otago Museum 09:00 AM - 04:30 PM

### NARRATIVE JAM

Game Dev Club Dunedin

10:00 AM - 02:00 PM ATRIUM LEVEL 1 & 2

Calling all 11 - 14 year olds!
Join Com2Tech and special
industry guests for the FINS
2023 Youth Narrative Jam.
Go wild, have fun, and pitch a
game, "Something a Mummy
Would Play'. Prizes for best



### WORLD BUILDING THAT WORKS!

09:00 AM - 09:45 AM

HUTTON THEATRE

FROM WORLD BUILDING TO UNIVERSE CREATION

10:00 AM - 11:00 AM BARCLAY THEATRE

COMING OUT, SHUT IN, DISABLED, THRIVING, AND DYING

Alexander Swords 11:15 AM - 12:15 PM **HUTTON THEATRE** 

REAL STORIES IN VIRTUAL REALITY

GIVING THE PLAYERS WHAT THEY WANT: DEVELOPING DATA-DRIVEN NARRATIVES

01:00 PM - 01:45 PM

HUTTON THEATRE

LET'S ALL GO MAD TOGETHER - SHAPING A COLLECTIVE HORROR WORLD

Colin 'CJ' Rowsell

RUNAWAY MICROTALKS: HOW WE FOSTER NARRATIVE IN GAMES

Runaway Play

02:15 PM - 03:15 PM

HUTTON THEATRE

IP STANDS FOR IMPORTANT PEOPLE

Cam Rogers & Alexander Sword

03:30 PM - 04:30 PM **HUTTON THEATRE** 







