

WORLD BUILDING

FOR STORYTELLING



COURSE DESCRIPTION

World building is one of many bases needed in telling a larger story. In tabletop games, video games, novels or screenplays, there is a need for a base for the story to build from. We will go in-depth on how to create this base, how to build it up to fit our needs as storytellers. From creating the geography to the settlements to even the rules of how the world works, we will work out each part through weekly workshops. We'll take a look at articles from game developers & authors to see their processes and how that can inform our process.



It's not magic that takes us to another world – it's storytelling.

VAL MCDERMID

“Worldbuilding touches all aspects of your story. It touches plot and character as well. [...] You must know your characters on a much deeper level than you would if you just shrugged your way into a cookie cutter fantasy world”

- Patrick Rothfuss



CREDITS: 2
DAY: THURS
TIME: 6-8:50

