Course Syllabus

Code - Course Title	**OGP116 - Text and Scenario Writing**
Course Type	II. SEMESTER
Laboratory + Practice	2+1
ECTS	**3.0**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	ÖĞR. GÖR. GÜVENÇ USANMAZ

Mode of Delivery	This course is delivered through face-to-face instruction. Theoretical lectures, workshop sessions and laboratory applications are integrated throughout the semester. The default tools for practical work are Twine and Ink; the instructor may prefer an equivalent tool (e.g., Yarn Spinner, articy:draft).
Prerequisites	There are no prerequisites or co-requisites for this course.
Courses Recomended	It is recommended to have completed OGP102 Game Design Principles before this course or to take it concurrently. Basic game design and narrative concepts will facilitate the learning process.
Recommended Resources	Inkle. Ink documentation: https://github.com/inkle/ink/blob/master/Documentation/WritingWithInk.mdTwine: https://twinery.org/
Work Placement	This course has no internship or placement requirement.

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to game scenarios; differences from film/literature writing; ludonarrative concept.	
Week - 2		Narrative and mechanics relationship; target audience analysis; narrative-driven vs mechanics-driven games.	
Week - 3		World building: universe rules, history, creating a lore bible.	
Week - 4		Sociological and cultural background; consistency, internal logic and foreshadowing.	
Week - 5		Character design: motivation, background, voice tone and character brief.	
Week - 6		Character arcs and conflict types; antagonist and supporting characters.	
Week - 7		Interactive dialogues: choice tree writing; branching examples with Twine/Ink.	
Week - 8		Non-linear dialogue flows; consequences of player decisions and fail-forward.	
Week - 9		Level and quest design: environmental storytelling, clue placement.	
Week - 10		Quest texts, journals, UI copy and short flavor text.	
Week - 11		Formatting and documentation: screenplay format, GDD narrative section, voice-over script.	
Week - 12		Dialogue integration with Yarn Spinner or equivalent; text–code boundary.	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Iteration: text revision from playtest feedback; tone and pacing adjustment.	
Week - 14		End-of-term narrative package presentation; dialogue samples and process documentation.	

Learning Outcomes

#	Learning Outcome
1	Explains how game writing differs from other narrative disciplines and the concept of ludonarrative.
2	Determines narrative tone and theme suitable for the target audience.
3	Creates consistent world rules and a lore bible.
4	Designs game characters with motivation, background and development arcs.
5	Writes choice trees and non-linear dialogue flows.
6	Communicates clues and objectives through environmental narrative and quest texts.
7	Prepares screenplay, voice-over script and GDD narrative section.
8	Presents a narrative package with text revision based on playtest feedback.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.