

Write the game

Summer school of computer game scenarios

<https://engagenow.eu/case-studies/write-the-game>

The project consists of a summer school of computer game scenarios aimed at 14 young artists who have been selected. Also, there are lectures and screenwriting workshops, and they carry out their own work on the creation of the Quest.

Recruitment of young people is conducted with the support of the project partners, and participants are selected on the basis of an online application form including motivation and script samples. A reserve list of participants is created, so that the number of people attending the summer school is maintained at the planned level. Participants are chosen by the scriptwriting mentors, representatives of the applicant and the project partners.

The generated material in the form of created Quests designed by the participants is used by them for their portfolios. The programme has been really useful for generating the screenplay of a videogame as one group of participants continues their work on the Quest created during the Summer School and plans to create a full videogame screenplay based on it. For this year (2018) another programme is organised and there are plans to continue with the project in the coming years.

LOCATION: POLAND, KRAKÓW.

WEBSITE: VILLA.ORG.PL/VILLA/EN/PROGRAM/WRITE-THE-GAME

YEAR THE PROJECT BEGAN: 2017

DURATION: < 1 MONTH

ORGANIZER: [VILLA DECIUS ASSOCIATION](http://VILLA.ORG.PL)

ARTS AND CULTURE SECTORS:

- LITERATURE: WRITING
- LITERATURE: READING
- LITERATURE: COMPREHENSION
- LITERATURE: ORAL EXPRESSION

AGE TARGETS:

- ADULTS (OVER 18 YEARS OLDS)

GENDER TARGETS: ALL

SOCIODEMOGRAPHIC TARGETS:

- URBAN
- METROPOLITAN
- RURAL

AIMS:

- EDUCATION
- EMPOWERMENT
- SOCIAL INTEGRATION

MAIN GOAL OF THE PROJECT

The project aims to develop Polish cultural and creative sectors and stimulate their innovation by networking and combining the potential of the representatives of Polish creative industries.

ROLE OF YOUNG AUDIENCES

In order to broaden its literary offer, the Association, by launching the Write the Game project, enables creators to acquire knowledge in the field of writing video game scenarios and gives them competences that enable them to function more effectively in a business environment. Young people take part in inspirational lectures, scriptwriting workshops, carry out their own work through the creation of a Quest, have individual meetings with mentors and go on study visits to the most interesting Krakow game studios. Therefore, youngsters are both users (the project is designed for them) and designers (the project is created with their participation and implementation).

AIMS

The project aims to bring together creative industries from various fields, initiating the collaboration of their educational knowledge resources and competences related to the effective functioning of writers in the business environment of the gaming industry.

EVALUATION

Each year a comprehensive evaluation is conducted by an independent expert among the participants, experts, and Project Partners via a prepared questionnaire and summarised in an evaluation report. It covers all parts of the project, including an assessment of the achievement of objectives and goals, and an evaluation of training quality standards and activities. A mixture of quantitative and qualitative methodology is used.

WHY IS IT “A CASE OF GOOD PRACTICE”?

The novelty of the game design offered to the creative sector through the project and the close cooperation with the young artists, which starts at the application writing stage, develops the competences of all the representatives of the creative sectors participating in the project: culture managers from non-governmental organisations, young creators, scriptwriters from the best Polish games studios and scientists from the best Polish universities. Project collaboration contributes to the development of the ecosystem of creative industries that so far have rarely worked with each other.