How Games Tell Stories with Nick Fortugno

RECOMMENDED RESOURCES FROM NICK FORTUGNO

**Articles & Books**
- **MDA: A Formal Approach to Game Design and Game Research**
- **Rules of Play Game Textbook**
- **Game Design Workshop Textbook**
- **Flow: The Psychology of Optimal Experience**

**Festivals**
- **Come Out and Play Festival**

**Games**
- **The Waiting Game at ProPublica**
- **Rez**
- **Fallout 4**
- **Red Dead Redemption 2**
- **Dys4ia**
- **The Last of Us**
- **Shadow of the Colossus**
- **Kentucky Route Zero**
- **Gone Home**
- **Amnesia**
- **Pandemic: Legacy**
- **Once Upon A Time**

A SELECTION OF SUNDANCE NEW FRONTIER ALUMNI / SUPPORTED PROJECTS

About New Frontier: [New Frontier: Storytelling at the Intersection of Art & Technology](#)

- **Walden**
- **1979 Revolution**
- **Laura Yilmaz**
- **Thin Air**

OTHER GAMING RESOURCES

- **NYU Game Center** - dedicated to the exploration of games as a cultural form and game design as creative practice
- **Columbia Digital Storytelling Lab** - focusing on a diverse range of creative and research practices originating in fields from the arts, humanities and technology
OTHER GAMING RESOURCES continued

- [Kotaku](#) - gaming reviews, news, tips and more
- [Steam platform indie tag](#) - the destination for playing, discussing, and creating games
- [IndieCade Festival](#) - International festival website committed to celebrating independent interactive games and media from around the globe
- [Games for Change](#) - the leading global advocate for the games as drivers of social impact
- [Immerse](#) - digest of nonfiction storytelling in emerging media
- [Emily Short's Interactive Storytelling](#) - essays and reviews on narrative in games and new media
- [The Art of Storytelling in Gaming](#) - blog post