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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

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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