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# BOOKED OUT

## SPEAKERS AGENCY

### Paul Callaghan — Session Descriptions

#### A job playing games

*Where should I start? What subjects should I study at school? What jobs are there? Can I make a living out of it? Should I play lots of games?*

Covering the varied and creative roles that exist in the games industry from programmer and artist to designer and producer, students and teachers will uncover that it is possible to build a career doing it, and that playing games does help.

#### Game Design

*How do video games work? What does it mean when something is 'fun'? What does a game designer actually do?*

Through practical workshopping sessions, students will deconstruct the core elements of games, discovering how they work behind the scenes and developing a greater understanding of how their intangible 'fun factor' is created.

#### Writing for games

*Why do some games have a story? How are video game stories different from other books or comics or films? What are the challenges of writing for games?*

Exploring story and character development in contemporary games, students will learn how video games use the same storytelling techniques as other mediums and what the strengths and challenges of writing for games are.

#### Games as tools for learning, literacy and numeracy

*What do games have to do with learning? With literacy skills? With numeracy? How can we use video games to develop those skills?*

By delving into the fundamentals of how we learn, students and teachers can better understand how video games fit our models of learning, how they are connected to traditional literacy and numeracy skills, and how we can make the most of the intertwined and all-pervasive nature of play and learning.

### Session Requirements

- Data projector & screen
- Pen & paper for group activities

### Audience size & ages

I've run the above workshops from low secondary to teachers, and with sizes ranging from as low as 10 to around 25. Workshopping groups tend to work better split into smaller sizes – around 15 – 20. Presentations, I've had work in groups of 10 to as big as 70-80.