

# GAME DESIGN WORKSHOPS

Playtest and the Creative Media Industries Institute thrilled to announce that we will be bringing back our game design workshops this semester!

**No prior game design experience is necessary to attend and participate.**

Location for all workshops:  
Room 212, 25 Park Place, CMII Building  
(enter through 2nd floor of 25 Park Place and follow the signs)  
Georgia State University

## Game Design for Beginners

January 31 (2-4 pm)

March 21 (4-6 pm)

Do you want to make your own games but have no idea where to start? This workshop is about giving you the tools to design your own games.

## Creating Narrative Games with Twine (Beginners)

February 21 (2-4 pm)

April 4 (4-6 pm)

Do you love games with deep stories? Do you enjoy weird indie games? What about visual novels? This workshop is about introducing you to a simple, free program called Twine. The goal is to get you from no knowledge to game designer in two hours.

These workshops **are free and open to the public** (please pass this information along to your students as well); however, space is limited. Therefore, we kindly ask that prospective attendees **please RSVP** via our website

<http://sites.gsu.edu/playtest/>