

Stories have always been everywhere, but they're now expected to be everywhere at *once*. As traditional, linear narrative forms forge closer relationships with digital, interactive and distributed formats, it's getting harder to know where a story should start and stop. Working across these media provides extraordinary opportunities for evolving how we tell stories, but also presents technological, practical and conceptual challenges for writers.

This workshop will present a short series of in-depth case studies, showing how stories can be successfully seeded across different media, giving writers tools to tackle these arenas and a chance to test them out in an exploratory and supportive environment. Perfect for those experienced at writing, but new to writing across platforms, this workshop follows on from the general Introduction to Transmedia.

Stories without borders

***A practical
workshop
for writers***

***Thu 28th
October 2010***

10:00 am - 5:30 pm
Soho Theatre,
21 Dean Street, London W1
Book at scriptfactory.co.uk

Workshop leader Margaret Robertson has five years of experience in narrative design for console games and digital platforms. A top rated speaker she's written extensively on cross-platform story telling.

Hide&Seek
Inventing new kinds of play

THE **SCRIPT**
FACTORY