

Title	Author	Year	Source type
Paper Tales: A Guide to Narrative Prototyping	Jamie Antonisse	2014	Conference talk
Life is strange: Using Interactive Storytelling and Game design to Tackle Real World Problems	Raoul Barbet	2016	Conference talk
Characterization, Purpose and Action: Creating Strong Video Game Characters	Jeremy Bernstein	2014	Conference talk
Interactive Storytelling: Meaningful Player Choice	Steve Breslin	n.d.	Personal blog
10 tips for writing better mobile game dialogue	Amanda Lynn Chartier	2022	Industry site
Game design in interactive fiction <i>Talk at Second Annual Interactive Fiction Creator's Conference. No longer online. Notes available.</i>	Sande Chen	2019	Conference talk
Making interactive fiction: Scenes <i>No longer online, transcript available.</i>	Bruno Dias	2018	SubQ Magazine
Making Interactive Fiction - Choices <i>No longer online, transcript available.</i>	Bruno Dias	2018	SubQ Magazine
The use and abuse of stereotypes: subverting narrative expectations	Liam Esler	2016	Conference talk
4 Common Mistakes in Interactive Novels	Dan Fabulich	2011	Industry site
5 Rules for Writing Interesting Choices in Multiple-Choice Games	Dan Fabulich	2010	Industry site
Taxonomy of Narrative Choices	Clara Fernandez-Vara	2019	Personal blog
NPC Conversations: Ask/Tell Theory	Jim Fisher	2004	Industry site
Beyond branching dialog	Renee Gittins	2019	Public blog space
Storytelling tools to boost your Indie Games' narrative and gameplay	Mata Hagis	2017	Conference talk
Making choices matter in videogames	Jon Ingold	2021	Interview
Choice in the context of context	Jon Ingold	2011	Personal blog
Sparkling dialogue <i>Note – this is hands down one of the most interesting sources.</i>	Jon Ingold	2018	Conference talk
Don't be a hero - 80 days the game	Meg Jayanth	2014	Industry site
Standard patterns in Choice-based games	Sam Kabo	2015	Personal blog
Narrative nuances on free-to-play mobile games	Ryan Kaufman	2019	Conference talk
Live Ops and the Forever story	Ryan Kaufman	2023	Social media
How To Create Compelling Stories For Casual Games	Ryan Kaufman	2019	Studio blog
Three Types of Branching Narrative Choices <i>Note: Twitter thread from 13 01 2022. Ask me for transcript if interested.</i>	Ryan Kaufman	2022	Social media

Choices, consequence and complicity <i>Note: this one seems to be taken down by GDC due to the allegations against AK</i>	Alexis Kennedy	2016	GDC
	Mary Kenney		Interview
Story flows	Jean Legget	2015	Industry site
A Narrative Designer's Approach to NPCs	Angel Leigh McCoy	2017	Industry site
Narrative design for Indies	Edwin McRae	2019	Book
Game Writing: Structuring Branching Dialogue	Natalie Mikkelsen	2020	Industry site
Key Ingredients To Writing Compelling Video Game Characters	Natalie Mikkelsen	2020	Industry site
Worldbuilding With NPC Dialogue: A Beginner's Guide	Natalie Mikkelsen	2017	industry site
Three Solutions to Three Problems in Interactive Fiction	Ron Newcomb	2016	Industry site
#craft: Multiple middles	Hannah Nicklin	2020	Industry site
Designing playable conversational spaces	Aaron Reed	2019	Public blog space
Scaffolding and scene-based design	Emily Short	2008	Personal blog
Small-Scale Structures in CYOA	Emily Short	2016	Personal blog
Plot - scene by scene	Emily Short	2008	Personal blog
Storylets - you want them	Emily Short	2019	Personal blog
Good intro vs. Great intro. What makes a game prologue gripping?	Anton Slashcev	2019	Gamasutra
How to Write Intentional Choices	Becky Slitt	2016	Industry site.
Writing for Telltale games <i>Note: interview with Greg Buchanan. No longer online, transcript available</i>	Eric Stirpe	n.d.	Interview
Forest Paths	Alexander Swords	2019	Book
The shapes in your story narrative mapping frameworks	Jay Taylor-Laird	2016	Conference talk
Storytelling with verbs: integrating gameplay and narrative	Kaitlin Tremblay	2020	
How do you approach writing romance for games? <i>Note: interview with Greg Buchanan. No longer online, transcript available.</i>	Samantha Wallschlaeger	n.d.	Interview
The future of dialogue in games.	Alex Wiltshire	2017	Industry site
Successful Reflective Choices in Interactive Narrative	Catacalypto	2018	Personal blog
Conflict resolution in dialogue (or lack thereof)	Destina	2018	Studio blog
Mechanics of dialogue: active conversations	Destina	2017	Studio blog
Mechanics of dialogue: exploration conversations	Destina	2017	Studio blog

Developing Branching Narratives	4 authors	2020	Conferenc e talk (panel)
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