Techniques of Writing

By Cailem Kostiuk

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Theme

During the game, I want players learning how to use writing techniques. While playing the game, they will learn the definition of writing techniques, as well as having motivated practice at using them. This will prepare them for writing creatively and make them more efficient at writing a story during their HSC and during university if they choose.

Genre

As a writing game focusing on techniques, which is basically making a game out of short poetry (Or not as short poetry in the Poetry mode), as such a very similar 'game' is someone trying to make their poetry popular, like people on Tumblr.
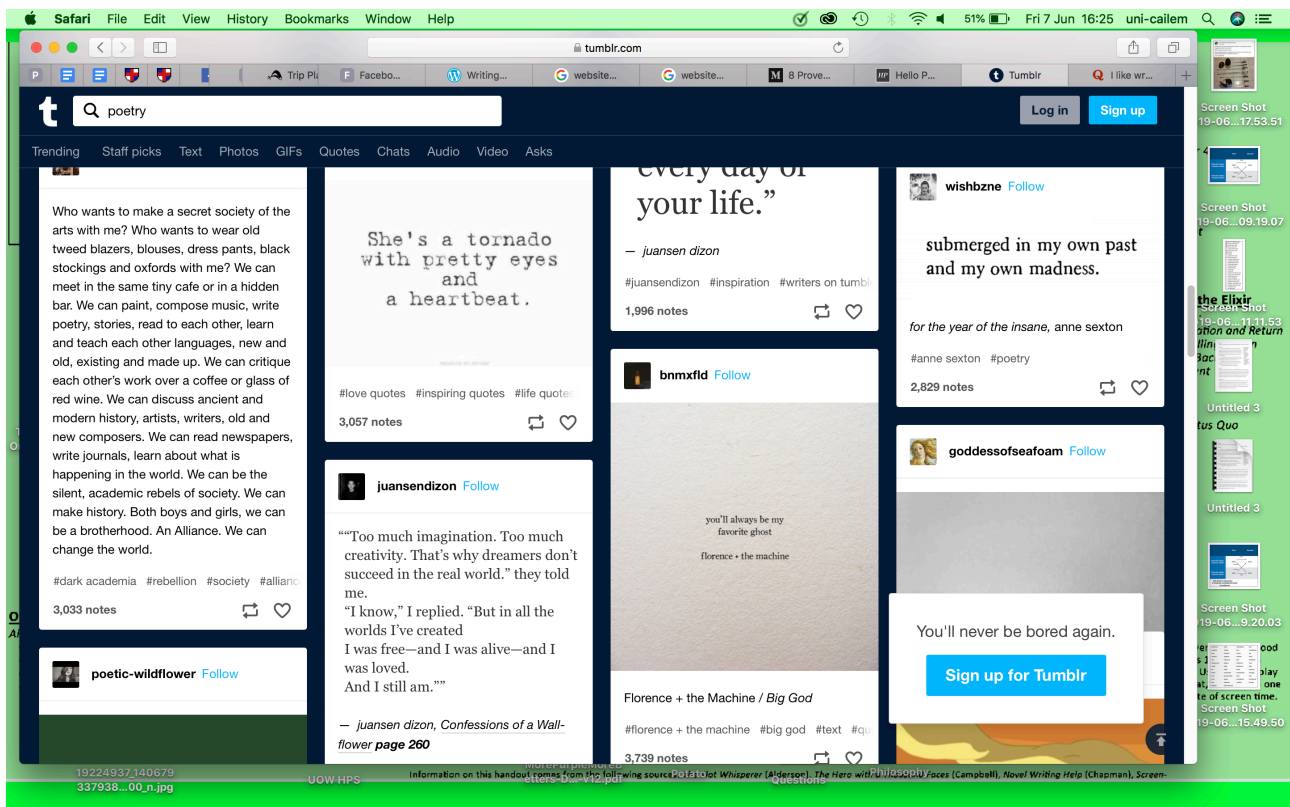
While writing this I've come up with the idea of encouraging people to share their best lines on twitter or snapchat because no one uses tumblr - 'no one' being a metaphor for 'less people than twitter and snapchat'.

Marketing

My target audience would be teachers, tutors, high school over achiever students, and creative writing university students. I would make a kickstarter and share it to places I know hoard teachers and writers: UOW literary society Facebook page and similar groups at other universities, I'd look for facebook pages for teacher resources, etc. But an important marketing thing I want to use is having a good product that people will share on it's own, sadly that's niece and even a good product can only be shared by the few people who see it.

Production

I've thought about different ways to market it, and the cost of such.

On kickstarter, the game can come with different versions:

$1 pdf of rules

PDF includes rule book

Techniques included as a list

$5 Complete pdf

Has the rule book,

Techniques on the list,

Techniques as cards,

All the word cards,

Links to websites that can be used for dice and timers,

If I make an online version, a way to play that.

Pocket Version

Rules on cards

All the game cards

 $13 to make. $19 to sell

It should be cheaper to ship, since it would be a small package.

Complete hard copy

Rule book

More scoring sheets

All the game cards

2 dice

An hourglass

$25 to make, $35 to sell

My Games

Create A Custom Game   Bulk Order Fulfillment

TIP: Design your game components faster and easier in **Component.Studio.**

Games

Search

Name	Price	Cost	Profit	Page Views	Nibbles	Sales	Accolades	Published	Manage			
Techniques of Writing	$30.99	$25.46	$3.87	0	0	0	0	No	Edit	🛒 Buy	View	Delete
Writing Techniques cards only	$16.18	$16.18	$0.00	1	0	0	0	No	Edit	🛒 Buy	View	Delete

A higher tier version could include a Digital hour glass, fancy dice, nicer cards, more cards, more scoring sheets, bigger box.

Pocket version bought from makegamecards. Pocket version sounds better than 'card version', it will cheaper to make and should be cheaper to transport.

Rules/Gameplay

Stetting out the board:

Sort out cards into four piles: Nouns (Things), verbs (actions words), adjectives (Describing words), and writing techniques. Take three cards from each pile and shuffle them to have a mixed deck. Every player should have something to write with: A laptop with batter or a pen and paper are best.

Having a round:

1. Draw a writing technique card, put it face up so everyone can read it.
2. Everyone chooses if they'd like to play that writing technique with a noun, verb, or adjective.
3. If there is a clear decision, draw from the pile people want. If there's no clear winner, take the top two from the mixed pile and use the bottom card. Discard the top card.
4. Roll a dice to determine what word on the card will be used. If no dice is available, use the number equal to what round it is.
5. Optional: Define the technique and the word.
6. (Read through up to number X before doing this step.) Start a timer. (2 minutes recommended)
7. Everyone writes down as many examples of the writing technique that involve the word as they can. Examples have to be two sentences. (If playing with younger kids, use easy cards where they can give one word answers, for example, rhymes.)
8. When the timer is finished, count how many examples you have. If you have an especially good example and the other players agree, one of them can be worth double points.
9. Write down your score.
10. Put the writing technique card and word card in the discard pile.
11. Repeat steps 1-10 for each round.

Win condition: Learn something

Lose condition: Not being able to overcome writers block.

There are four rounds, the third is worth 1.5x the score and double points for the fourth round. The second and third round make up the middle phase, where the third would be the rising action on Freytag's pyramid. The final phase is the final round (climax) and counting the score (resolution). The double score is also important for giving players their last chance if they would be doomed without it, which builds the tension as it's still anyone's game.

Points:

10 points per standard word.

20 for what everyone agrees is the best example

14 for the second and third best.

As I said in my other assessment and blog, *Writing Techniques,* "The game is a paidic by nature. I can't write down every acceptable sentence for every combination of word and technique, it's up to players to decide." Part of which is by design, in a creative game, I don't want to limit people's creativity beyond what they need to just go and write something.

Ideation

At the start of the year I told my parents I was doing a minor in game making, they said I'd be good at making maths games because I've always had an outstanding mathematical ability: In year eleven I invented an equation to work out additions to certain sequences of numbers (3+4+5+6 or 1+2+4+8+16, the latter surprisingly easy). But I'm doing a writing subject, and one I want to improve on. One day, I wanted to practice some writing techniques, just to get a little better with them. Then, since I was doing BCM 300 I realised I should try to make a game out of it, so I developed a 7 round game, spiced up with the final round being worth triple points and the fourth being worth double. When I realised that my target audience would be school kids and teachers, I shortened the game to four rounds and used *Family Fued*'s point system, giving more in the third and even more in the fourth round. I read up on a bunch of writing techniques and discovered ones I hadn't heard of, and used random word generators (RWGs) to make lists of words. The latter improved to have specific types, as some techniques work better with nouns, for example, emotive language works better if you get "red" that you could use with anger, blushing, pain of some sort, rather than a noun like "brick", unless you repeat how board, dull, or bland someone is, comparing them to a brick. Thankfully, some RWGs have the option to only include a single type of word. The diceroll was a mechanic I made to combat the idea that someone would come across a card they couldn't use easily enough, giving them a chance to escape it, but no certainty so that eventually they may have to face it. An advantage I didn't think about before was that I could add in more words without adding in cards.

Random Word Generator Screenshots:

Not great:

Results   HTML

- bardily
- balaton
- outwish
- fete
- prerevolutionary
- cyclone
- mediant
- looky
- candour
- comprizable
- sale
- mainstay
- methodicalness
- boghazkeui
- charqui
- ostende
- proteinaceous
- foretell
- barabara
- spirituous
- eatonton
- compiling
- unlimitedness
- entellus
- rustre
- thanklessness
- longanamous
- commensurately
- antic

1 existence	2 strip	3 calculating	4 box
5 majestic	6 bawdy	7 ban	8 maddening
9 farm	10 thankful	11 notice	12 zip
13 anxious	14 applaud	15 marked	16 whirl
17 size	18 nebulous	19 fuel	20 disturbed
21 obsequious	22 degree	23 fallacious	24 coal
25 credit	26 daily	27 barbarous	28 jelly
29 ice	30 rapid	31 lively	32 memory
33 taboo	34 enchanted	35 entertaining	36 smoggy
37 lush	38 questionable	39 alert	40 rely
41 wish	42 guess	43 outrageous	44 toothsome
45 fast	46 abashed	47 mailbox	48 donkey
49 spiteful	50 old-fashioned		

Better:

Continuum	Haley	Headset	Batter	Expectation	Pruning	Hadley
Memorize	Deep-sea	Squander	Leaflet	Lace	Hand	River	Unwavering
Sentence	Donate	Standpoint	Teaspoon	Grown-up	Two-time	Mallet
Slate	Fraught	Injured	Fir	Blade	Bonus	Nationalism	Helper
Reprimand	Industrious	Defense	Constituency	Covenant	Overpowering
Fragility	Backup	Qualification	Praise	Mate	Appetite	Scanning	Butt
Snake	Narrator	Topic	Unreliable	Thrash	Toxic

Best:

prototype

My first game was just RWGs for words and choosing the technique. Some websites have words easier to make techniques out of than others after my last assessment, luckily I found a bad one so decided to pick out specific words from the generator and keep them on a list:

Random Nouns	**Verb**	**Adjective**
Drawing	Fix	Powerful
Member	Force	Numerous
Piano	Connect	Psychological
Delivery	Suck	Large
Resolution	Pose	Southern
Cookie	Ride	Critical
Two	Consult	Environmental
Ladder	Cause	Expensive
Reality	Govern	Foreign
Singer	Rely	Automatic
Drawer	Invite	Poor
Unit	Envision	Cute
Girl	Await	Cultural
Area	Edit	Happy
Solution	Spin	Alive
Tea	Fear	Wooden
Breath	Tear	Strong
Death	Honour	Dramatic
Country	Dictate	Pure
Church	Concern	Suitable
Stranger	Tie	Sufficient
Poet		Angry
Inspection		Unlikely
		Logical
		Hungry
		Successful

The next prototype was with people, where I learnt that the game was actually at least a little bit fun. I had to explain some techniques to people and answer questions, so the rules need more clarity.

Data:

Game 1:

Players: 1

Thoughts: The word cards were too difficult to use.

Game 2:

Players: 3

Thoughts: The rounds weren't long enough.

Game 3:

4 players:

Thoughts: They're not playing the game how I want them to play.

Game 4:

Players: 1

Thoughts:

I forgot a few times that I was limited to only certain words.

Though I wasn't timing, I felt more confident with the latter techniques.

Screenshot of my last play-test before the assessment is due:

Metonym
Singer

That's a voice musician up on stage.

~~My deodorant was a shower.~~

~~I put books on my nightstand and now its a shelf.~~

My daughter's a rock star.

I put on extra insulation for the concert.

She can autotune with her voice-box.

Note:
Five times I forgot I was limited to a single word five times.

Irony
Foreign

My Japanese teacher taught me about verbs.

~~My history teacher forgot about my detention.~~

~~That geologist hates rock music.~~

~~This bed woke me up.~~

China owns more of Australia than Australians do.

If we have too much bacteria we get sick, if we kill all of our bacteria we become sick.

Only people with terrible cameras look for UFOs.

Oxymoron
Numerous

There are so many ways to have a single day.

Under the massive weight of the ocean we're lighter than a feather.

I was surrounded by phones but they were all the same brand.

There's a million ads for one politician.

There's only a single person running a multi million person country.

A million zeros.

A bunch of nines that make the shape of a zero.

Gameplay Results:

Everyone else: 5 points

Cailem: 999 points

People learnt about new techniques and were always able to use them, though I only tested the hardest ones on myself. There wasn't enough replays with the same person to see if they could recall techniques a second time. But I believe that, even if they don't remember it consciously, they could still subconsciously when writing a story, or at least be better next time they play against that technique.

Finding

I haven't improved on my explaining ability as much as I'd like.

Practicing techniques may also help get the hang of writing techniques in general, thereby making the game easier for experienced players who haven't come across certain techniques.

Final thoughts:

The game wouldn't look drastically different from how it is now, there's still some things I want to tweak, such as putting multiple techniques onto cards like the words and having to roll for them, that way people can save money on a card. Cards with numbers 1-6 could be used in lieu of a dice for the pocket pack.

The aesthetics don't have to be big on this game, but I would like art on some of the cards. Perhaps a word card can show what the main word is, a technique card might have art related to its technique, or a picture of an example.

Rules (Complete, not part of assessment.)

Description:

The aim of the game is to learn writing techniques by practicing them, it turns poetry into a competition with set words and techniques you have to use.

Spirit of the game:

Use positive rewardment to teach the students. For example, giving students a reward if they break their record, or have a bar where the get a reward if they pass, or every x amount of points gets them a reward, such as a lolly. Or simply give them a reward for playing. The game should avoid being competitive as much as possible, players can count their own score, but still needs some competitiveness to get them to play.

Stetting out the board:

Sort out cards into four piles: Nouns (Things), verbs (actions words), adjectives (Describing words), and writing techniques. Take three cards from each pile and shuffle them to have a mixed deck. Every player should have something to write with: A laptop with batter or a pen and paper are best.

Having a round:

12. Draw a writing technique card, put it face up so everyone can read it.
13. Everyone chooses if they'd like to play that writing technique with a noun, verb, or adjective.
14. If there is a clear decision, draw from the pile people want. If there's no clear winner, take the top two from the mixed pile and use the bottom card. Discard the top card.
15. Roll a dice to determine what word on the card will be used. If no dice is available, use the number equal to what round it is.
16. Optional: Define the technique and the word.
17. (Read through up to number X before doing this step.) Start a timer. (2 minutes recommended)
18. Everyone writes down as many examples of the writing technique that involve the word as they can. Examples have to be two sentences. (If playing with younger kids, use easy cards where they can give one word answers, for example, rhymes.)
19. When the timer is finished, count how many examples you have. If you have an especially good example and the other players agree, one of them can be worth double points.
20. Write down your score.
21. Put the writing technique card and word card in the discard pile.
22. Repeat steps 1-10 for each round.

There are four rounds, the third is worth 1.5x the score and double points for the fourth round. The second and third round make up the middle phase. The final round and counting the score is the final phase.
Points:
10 points per standard word.
20 for what everyone agrees is the best example
14 for the second and third best.

Words can be interpreted so any meaning of the spelling works. Words can be interpreted to be their similar, for example changing the tense of a word from present to past tense, or state, health to healthy. Any version of the word is acceptable, but so is any euphemism, dysphemism, or type. A car can be a vehicle and vice versa. Blue can be aqua. Red can be rose coloured.

Spy mode: Playable with eight people or less.
Setting up:

Having a round:
1. Step two, "Everyone chooses if they'd like to play that writing technique with a noun, verb, or adjective." is replaced by the person going first deciding.

2. Step three, "Roll a dice to determine what word on the card will be used. If no dice is available, use the number equal to what round it is." is replaced by the player then choosing to either use the word at the top, use the word based off the number round it is, or rolling for it. (Once it is rolled, they have to use the word.)

3. Between step four and five, the player opposite may change two letters in the word, so long as it stays as a real word. (Change meaning remove a letter, move a letter, add a letter, or replace a letter. Ally can become valley, all, sully, or y'all.

Everyone rolls a dice. The highest number goes first, then it goes clockwise. There is no mixed deck in this version.

One person picks up a card. The previous person can change one letter, so long as they can keep it a real word. Letter can be added, deleted, or changed.

Poet mode
- In this version, your aim is to write poetry.
- During the game, you choose any of the words from the word card, there's no need to roll for it.
- Pick up a word card. You choose which word to use as a motif, a motif can be used in place of any future word card.
- Set yourself a timer, five minutes is recommended. It should make a noise when the time is up.
- Pick up four technique cards and a motif card.
- The first line has to use the motif.
- Pick up four technique cards and a word card.
- Every line has to use at least one technique.
- Put the technique cards into the first discard pile, shuffle when they have all been used.

Win condition: Learn something
Lose condition: Not being able to overcome writers block.

Technique cards:
- Rhyme/Pararhyme (Rhyme: **The end of the word sounds similar,** Pararhyme:)
- Synonym (**Similar word**)
- Antonym (**Word with the opposite meaning**)
- Assonance (**Similar sounding vowels, "a,e,i,o,u,y" in a word.**)
- Anagram (**rearranging the letters to make a new word. You may add three letters to the word instead of making a sentence**)
- Alliteration (**Repeating the same letter or consonant sound at the beginning of close words. (I like India in my imagination**)
- Simile (**Saying that something is similar to something else**)
- Hyperbole (**An exaggeration**)

Techniques of Writing

- Personification + Anthropomorphism (**If noun or verb, personify it in different ways. Anthropomorphism is similar, but is literally giving the object the characteristic, such as giving a clock a face, rather than personification which says that the clock metaphorical smiled.**)
- Pun (**Make a double meaning with a word. Can be done however you like.**)
- Analogy / Comparison (**Find similar nouns or verbs and show their similarities and differences**)
- Cliffhanger (**Make a sentence where it leaves the reader knowing something is about to happen,** e.g. 'I was late for the train and the doors were about to close.' 'A creepy man stopped and asked me a question I will never forget.' 'Today is the day my wife died.')
- Hook (**A story opening that interests the reader or keeps them paying attention. May be similar to a cliff hanger.**)
- Description (**Describe a scene, a person, a bit of nature, the inside or outside of a house, anything really.**)
- Red herring (**Either use the word to divert from a seemingly important thing, or use something else to divert them from the important word**)
- Ticking clock (**Find different ways to say there is a limit on the time.**)
- Unreliable narrator (**Make a sentence where you are being bias, lying, misleading, hiding, or sugarcoating an event, character, motivation, flaw, etc.**)
- Audience surrogate (**A character that says what the audience is thinking**)
- Defamiliarization (**Make the object unfamiliar so we see it in a new way**.)
- Magic realism (**Describe a real world place with a magical addition. Think local customs, religions, or urban legend**)
- Multiperspectivity (**Have one event, but show it from multiple character's perspectives.**)
- Amplification (**Making a general word more specific. Basic: Jumped. Jumped up, Jumped on a trampoline.** Better: The vechicle --> the car --> The honda --> The honda VX10 or whatever breed it is)
- Metaphor (**Say something is something else for a comparison**)
- Bathos (**Changing the writing style midway through a sentence.** "The lovely lady Ariella was recently married and what the hell is she wearing?")
- Emotive language (**First person that doesn't name an emotion but shows one.**)
- Imagery (**Invokes one of the senses, heat, sound, smell, taste, touch.**)
- Intertextuality (**Referencing another text. Can be used with other techniques**.)
- Irony
- Level of Language / Register (**Using slang, colloquial, informal, or formal language.**)
- Metonym (**A word or name used instead of something that it almost is**. A nickname)
- Parody + Pastiche (**Pastiche: Make the writing the way someone else would. Parody: copy something off another person and put your own twist.**)
- Anaphora (**Make a poem where every word starts with the word on the card.**)
- Oxymoron (**Make a sentence with two words that imply the other's opposite. "It was beautifully ugly. "**)
- Plot twist (**Say one sentence, then have a massive twist.**)
- Foreshadowing (**Use the word in a seemingly normal way, but make it come back later and have it is original meaning be more important because of the second meaning.**)

- <u>Joke</u>: (**Set up and punchline that creates humour.** *No puns.*)
- <u>Breaking the fourth wall</u> (**Have the first sentence immersive, then the second work not immersive by talking to the reader or referencing something that should not be in the story universe**, for examples see Deadpool.)
- <u>Contrast</u>
- <u>Fractured sentences</u>
- <u>Incantation</u> **(A poem that gives a sense of magic or power. Imagine a spell.**)
- <u>Paradox</u> (**Two ideas that mean the opposite.** "We were rich, but still so poor.")

Reference:

Kostiuk, C 2019, *Writing Techniques*, https://ozminded.wordpress.com/2019/05/17/writing-techniques/