



GDC

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# How to Run (and Survive) a Writers' Room

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#GDC22



# Who am I?

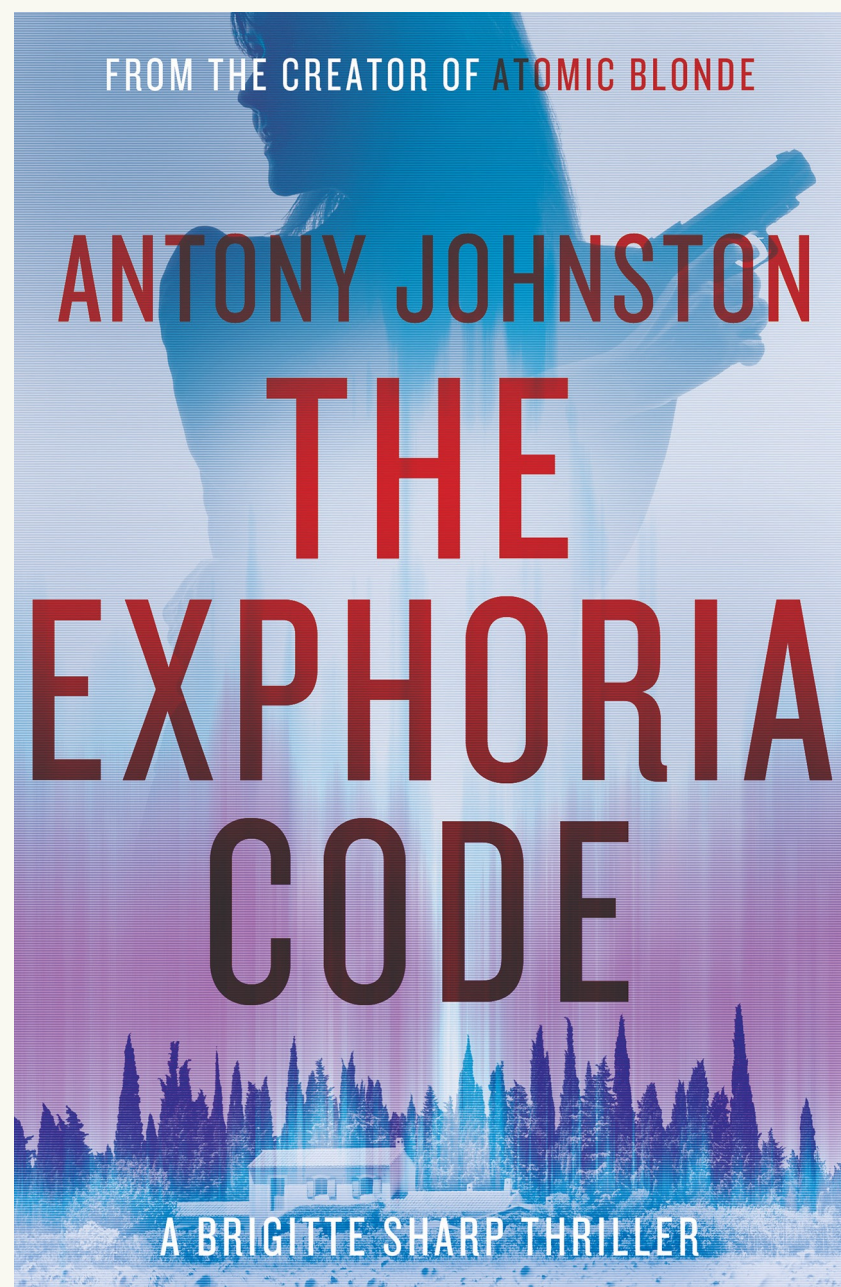


# Who am I?



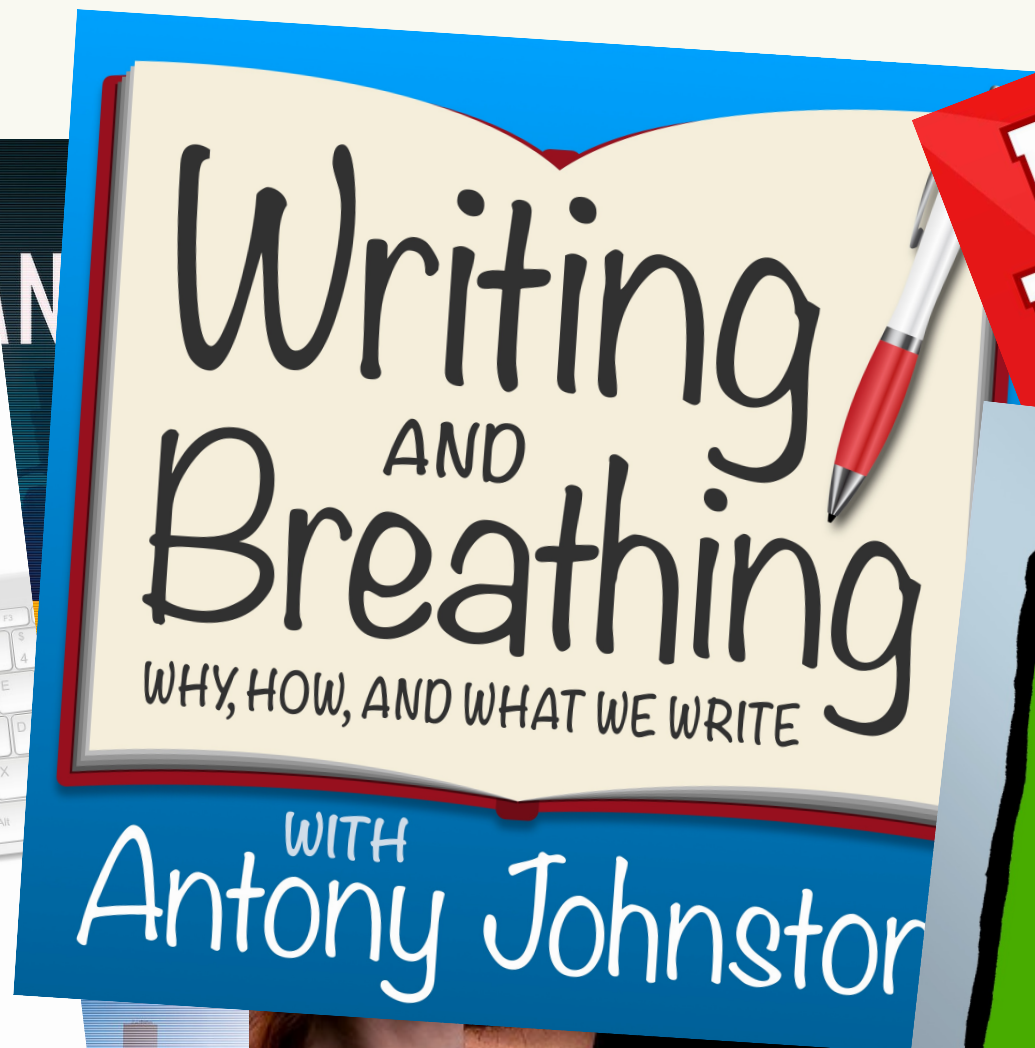
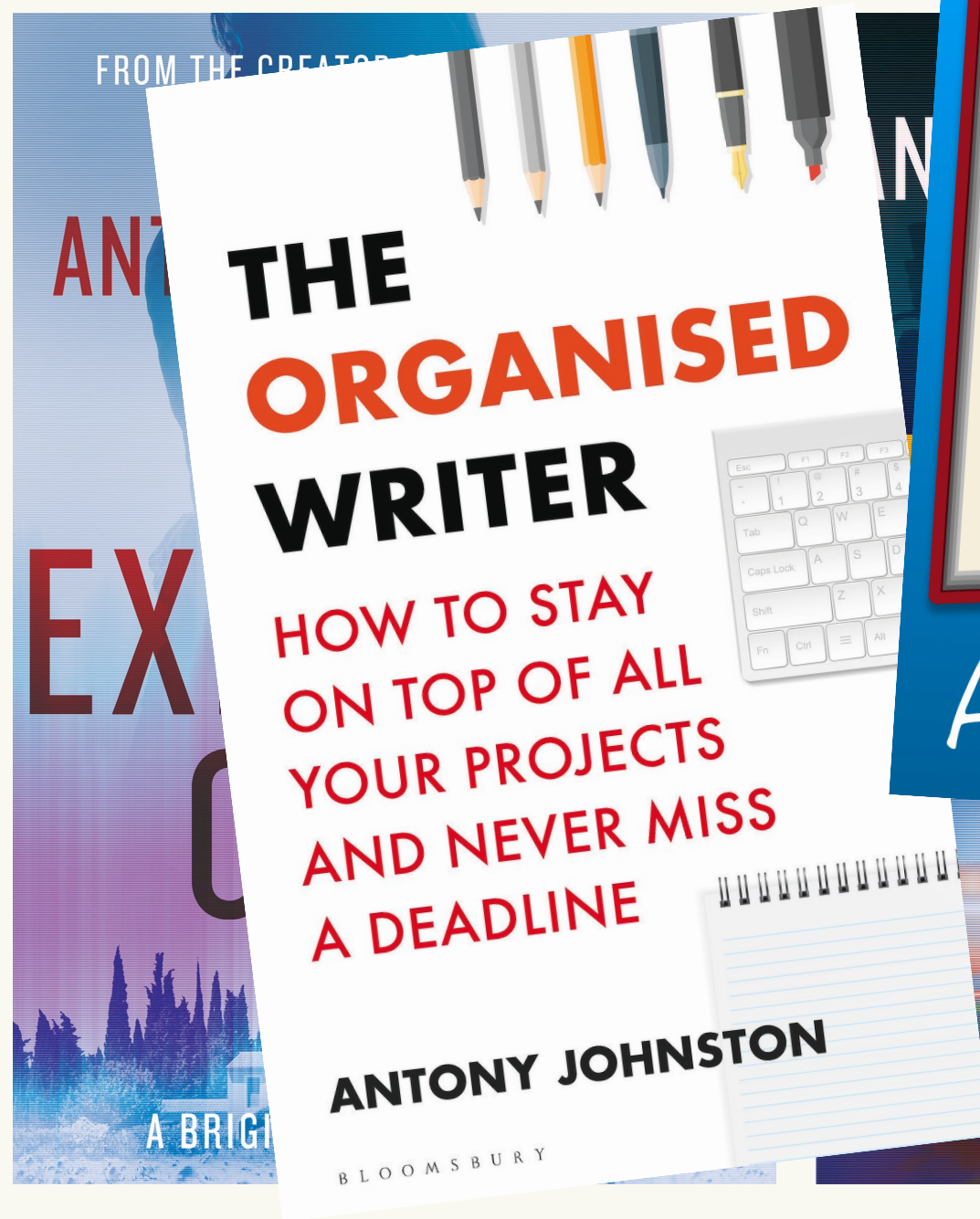


# Who am I?





# Who am I?





**. . . Don't be a dick.**



# What is a Writers' Room?



# Aims of the Room

- Assemble a staff of good writers
- Create a space for ideas to flourish
- Encourage collaborative brainstorming
- Produce consistent, unified material
- Meet the producers' needs



1. Assemble a staff  
of good writers



# Hiring the Room

## Diversity = Better Work

- Diversity of Experience (how long in games?)
- Diversity of Résumé (what types of games?)
- Diversity of Approach (how do you work?)
- Diversity of Personality (can we get along?)



## 2. Create a Space for Ideas to Flourish



# Running the Room

- **Establish ground rules**
  - Nobody stands on ceremony
  - Don't wait for good ideas
  - My virtual door is always open
  - Don't be a dick



# Running the Room

- **Establish ground rules**
- **Be the visionary... or a proxy**
- **Short daily check-ins**
- **Know your goals**
- **Be the loremaster**
- **Online collaborative inbox**
- **Direct and communicate clearly**

**You're not a mind-reader,  
and neither are your staff**



# 3. Encourage Collaborative Brainstorming

# Breaking Story in the Room

- **Assign a note-taker**
- **Stay on target**
- **Stand back**
- **Encourage the quiet ones**
- **Quit while you're ahead**



# 4. Produce Consistent, Unified Material

# Produce Consistent Material

- Play to strengths... *and* throw curveballs
- To rewrite, or not to rewrite?
  - Be the guardian
  - Show your edits
  - Don't be a credit hog



# 5. Meet the Producers' Needs

# Meet the Producers' Needs

- Your producers and you
- Represent the writers' room
- Represent the producers



**“Defend your ideas vigorously...  
but recognize when someone else  
has a better idea.”**

**Q: Is it Worth the Money?**



It's cheap.

# Is it worth the money?

## AAA:

- 4 veterans x 1 month = 80 working days @ \$50-60k
- 4 veterans x 6 months = 450 days @ \$300k
- 4 range of xp x 6 months = 450 days @ \$200-250k

## Indie/AA:

- 3 varying exp x 4 2-day weeks = 24 days @ \$30k



What's in it for us?

# Look to the Future



**And if you don't believe me...**

**Javier Grillo-Marxuach**

*(Lost, Dark Crystal, Middleman, lots more)*

**Twitter: @OKBJGM**

**Podcast: 'Children of Tendu'**

**Treatise: The Eleven Laws of Showrunning**

# Thank You

## @AntonyJohnston