

# CRWR 328 : Designing Narrative Experiences

Introduces how to design and write interactive narrative experiences. Emphasis on creating audience-driven experiences and stories with participatory elements in video games, tabletop games, and immersive experiences. Includes pitching, presenting, and peer review.

**Credits** 3

**Studio Hours** 0

**Lecture Hours** 3

**Prerequisite Courses**

WRIT 151