## writing for socially networked games

gabe zichermann, ceo rmbr christopher cunningham, cco rmbr





## about us

2

## about us

### gabe zichermann, CEO

co-founder of trymedia (99-05, sold MVSN), former cmo @ Boonty, social/games expert, author, frequent speaker and blogger (funwareblog.com)



## about us

### gabe zichermann, CEO

co-founder of trymedia (99-05, sold MVSN), former cmo @ Boonty, social/games expert, author, frequent speaker and blogger (funwareblog.com)

### christopher cunningham, CTO co-founder of trekmail (01-05, sold visto), web/mobile expert, team leader, author, speaker





### You are already using Prized Collection.

- Go to this Application
- Remove this Application

This application cannot be added to some of your Pages. Learn more.

Edit Application Edit Admins Send an Update to Fans Promote Application with an Ad Add to my Page's Favorites Block Application View Insights

prized collection (fb) lets you buy, sell and steal your friends photos as you populate your "art gallery" (aka Top Photos)

## social networks matter

### **usage:**100 million + active players

**engagement:** top social games have ~1M players per day

- life cycles seem short: <9 months</p>
- **meme strength:** top of mind among investors, reporters, influencers
- **revenue:** ?? though growing under the radar
- **harrative form:** emerging

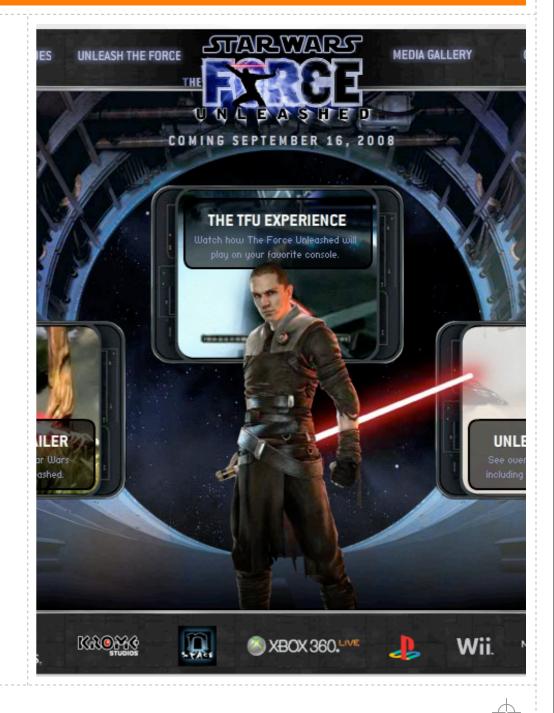
## traditional game narratives

## setting / backstory

external characters

the player

challenges



## social game narratives

## realism

flirtation/socializing

user generated stories



## 7

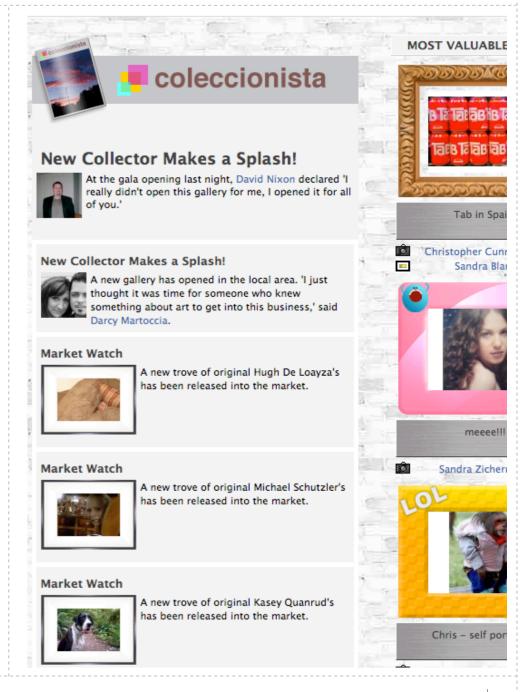
# realism

## news feeds are their life story

i am always me (even when i'm not)

my friends are my most valuable asset

PrzCo learning: I didn't say that

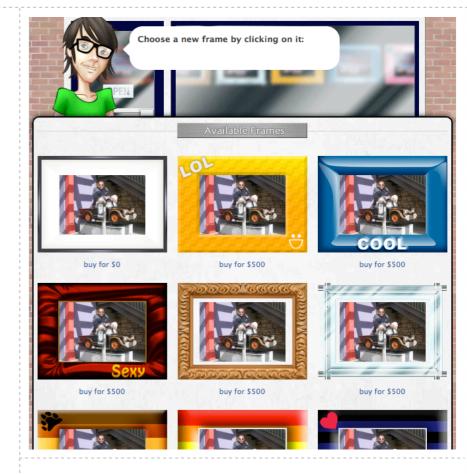


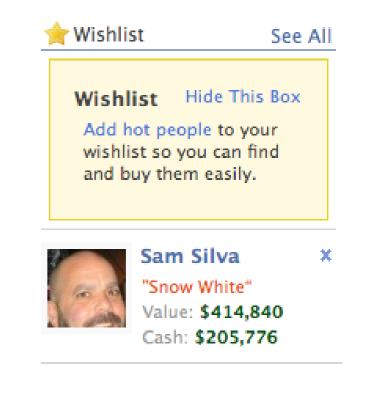
# flirtation & socializing

the primary activity on social networks

writing must enable flirtation, not impede it (don't c-block)

PrzCo learning: the power of frames







 $\oplus$ 

user generated stories

their friends, groups, fanned things, pets, virtual items, comments, photos form the foundation of **their story**.





#### Start playing

Congratulations. Your day, my dear, has finally come.

#### Your very own gallery!

I must say, I always expected big things of you. That enchanted morning when we 1st met--you poured my triple espresso, remember?--and I thought to myself "this kid has real taste...and an eye for detail!"

Well, good luck to you, and here's \$4000 to send you on your way.

Before you start, my dear, take some advice from an old friend:

#### **Buy Some Art!**

"A gallery without art is just an empty room with peeling paint."

- Visit your friends' galleries. They'll have nice things for sale. Some of them, anyway.
- Stroll through the marketplace and see if you can spot a

#### Make some money!

"There's nothing romantic about a starving artist, darling."

- Play early and often. You'll earn \$1000 every 8 hours, just for stopping by.
- Visit your friends' galleries and keep an eye out for Art Attack cards--you never know what you'll find.
- Take some photos! You'll receive a \$100 bonus for every photo you have in a public album and

# what we learned: traditional writing can interfere with social games

## the future possibilities?

more sophisticated players
more choice of games
more immersive experiences
3D mmos save the day?

# or maybe it's just a new narrative?

🚰 Roch Dubois Jr has flung a thong at you. Check it out!... OR cuddle, play doctor with, b!\*\$% slap, blow a kiss at, go wild with, rock the granny panties, or throw an octopus Roch! ... OR SuperPoke back! 7:34pm