

Florenzia Minuzzi

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Talks and Workshops:

Writing and Designing NPCs

March 2015 for Videobrain (with Dustin Connor) – watch [here](#).

Conversations in Games – no, not the life-changing, world-shattering kind.

June 2017 for Videobrain (with Dustin Connor)

Learning to Use Ink with Unity - Workshop

February 2018 for the Oxford and London Interactive Fiction Group (with Dustin Connor) – project packet available [here](#).

It's Time to Have a Conversation About Conversations In Games

March 2018 for #Include

Using & Designing Interactive Fiction Games for Teaching in Libraries

May 2018 for Kent School Library Association

Stories in Games, or Why Don't We Have More Games About Conversations?

October 2018 for London Co-Tech Meetup – slides [here](#).

Interviews:

Dialogue: A Writer's Story and Tea-Powered Games

May 2017 with Indie Hangover (with Dustin Connor) – watch [here](#).

Tea-Powered Games, and Making Games as a Couple

April 2018 with Video Games Industry People (with Dustin Connor) – listen [here](#).

Print Appearances:

Elemental Flow appeared in PC Gamer's May 2018 issue