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Florenzia Minuzzi

Talks and Workshops:

Tea-Powered Conversations

January 2019 for the Oxford and London Interactive Fiction Group

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

January 2019 for Game Rats

Words, words, words – How to Effectively Deploy Text

January 2019 for Visual;Conference – talk available [here](#).

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

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

Using & Designing Interactive Fiction Games for Teaching in Libraries

May 2018 for Kent School Library Association

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

March 2018 for #Include

Learning to Use Ink with Unity - Workshop

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

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

June 2017 for Videobrain (with Dustin Connor)

Writing and Designing NPCs

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

Interviews:

Tea-Powered Games, and Making Games as a Couple

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

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

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

Print Appearances:

Elemental Flow appeared in PC Gamer's May 2018 issue