

## Talks and Workshops:

*[Insert Words Here]* How to Effectively Deploy Text  
March 2019 for **#Include**

*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 Destina Connor) – project packet available [here](#).

*Conversations in Games – no, not the life-changing, world-shattering kind.*  
June 2017 for **Videobrainz** (with Destina Connor)

*Writing and Designing NPCs*  
March 2015 for **Videobrainz** (with Destina Connor) – watch [here](#).

## Interviews:

*Tea-Powered Games, and Making Games as a Couple*  
April 2018 with **Video Games Industry People** (with Destina Connor) – listen [here](#).

*Dialogue: A Writer's Story and Tea-Powered Games*  
May 2017 with **Indie Hangover** (with Destina Connor) – watch [here](#).

## Other:

Chair for the Gender and Gamemakers session, for **Beyond the Console: Gender and Narrative Games** (conference, Feb 2019)

Elemental Flow appeared in **PC Gamer's** May 2018 issue