

Talks and Workshops:

Learn about Game Writing and Narrative Design for Clients (Panel)

November 2021 for the **Oxford and London Interactive Fiction Group** – talk available [here](#).

Capturing Subtle Emotions using Choice Mechanics

January 2020 for **Visual;Conference** – talk available [here](#).

[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) – talk available [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)

Co-organiser for the **Oxford and London Interactive Fiction Group** (since 2018)