



Games for Creative Writing

Action & Scene Game

To establish character, the writer must imagine and write down the details that will cue the reader's imagination—from these cues, the reader's imagination will construct the reality of the character.

The details include **scene, action, appearance, and speech**. You can not convince the reader of a character's reality by explanation; instead, you must show the character in action. If you as the writer "see" the character with an attentive imaginative eye, and get the right details into your story, then the reader will also "see" the character.

For this game, choose a character from one of the dialogues we have previously worked on. Then do these two things:

- 1. Describe briefly a room where the character spends a lot of time.** It may be a room where the character lives, or works, or hangs out. The details of the description should reflect the character.

Do not try to "make up" these details analytically. Instead, imagine the character based on the dialogue. Focus your imaginative attention on the character, then see where the character is, follow the character to a room he or she frequents; notice what the character does and what the character relates to in the room, and write those things down. *For this game, describe the room, not the character.*

- 2. Write a brief narration of the character doing something.** Again, "see" the character with your imagination and write what you see. The action should reveal the character's attitude, value, etc. to the reader. Use a trivial action: something the character does habitually without much thought.

If you can, use a little of the dialogue in your narration, but it isn't mandatory.

Type the results of this game to hand in. Do not hand in more than two pages (but you can single-space if necessary).