



Games for Creative Writing

DIALOGUE GAME

In this game, you are to write a conversation between two people. Identify the people only by signs such as "A," "B," "X," or "Y." *Write only what the two people say to each other; give no description of scene, no physical description of the characters: nothing but the signs identifying the characters and what they say.*

The challenge of the game is to make the situation and the characters clear to the reader using only speech as a means. Do not include stage directions either. (*Do not have the characters name each other or describe the situation to each other*). The reality that your dialogue presents should become clear to you as you write the dialogue and clear to the reader as he or she reads it. The details will usually remain open-ended, however, since the reader will have to interpret the significance of what is said.

Here is part of a dialogue from a previous class:

A: B! B!

B: Hmmm?

A: It's 7:30

B: Okay

A: Are you awake? Come on, talk to me. You said you wanted to get up at 7:30 so you'd have plenty of time.

B: Okay, okay, I'm awake! Will you leave me alone?

A: You don't sound very awake to me. Make some original conversation.

B: Goddamit! I'm awake! Will you leave me alone!?

A: Hey you're the one that yells and screams when you don't have enough time to get ready and it's always *my* fault because I don't get you up on time.!

B: I told you I'm awake.

A: Ok. Do you want me to heat up some coffee?

Your dialogue should be typed, **at least a page long**, and not more than two pages. I will copy the whole set so that we can read and discuss them in class. Be sure to put your name it. *Dialogues are due Friday, October 15.*