

game of thrones lore

game of thrones lore delves into the intricate and expansive mythology behind one of the most popular fantasy series in modern culture. Rooted in the world created by George R.R. Martin, the lore encompasses the history, cultures, legends, and supernatural elements that define the Seven Kingdoms and beyond. Understanding the game of thrones lore is essential for appreciating the depth of the narrative and the motivations of its complex characters. This article explores key aspects of the lore, including the origins of Westeros, the noble houses, significant historical events, and the mystical forces that influence the story. From the ancient First Men to the legendary dragons and the enigmatic White Walkers, the game of thrones lore offers a rich tapestry of storytelling that continues to captivate audiences. The following sections provide a detailed examination of these elements, offering insight into the foundation and evolution of this epic saga.

- The Origin and Geography of Westeros
- Noble Houses and Their Histories
- Significant Historical Events
- Mythical Creatures and Magic
- The Role of Religion and Prophecy

The Origin and Geography of Westeros

The game of thrones lore begins with the origin of Westeros, a vast continent that serves as the primary setting for the series. Westeros is characterized by diverse landscapes, climates, and cultures,

ranging from the icy North to the warm and fertile South. The continent is divided into several regions, each ruled by powerful noble houses with distinct traditions and histories.

The First Men and the Children of the Forest

The earliest inhabitants of Westeros were the Children of the Forest, a mysterious and magical people who lived in harmony with nature. They were eventually joined by the First Men, human settlers who crossed from Essos thousands of years ago. The arrival of the First Men marked the beginning of significant cultural and territorial changes, including conflicts and alliances with the Children of the Forest.

Geographical Features and Regions

Westeros is divided into nine major regions:

- The North – Known for its cold climate and the Stark family.
- The Riverlands – Fertile lands ruled by House Tully.
- The Vale of Arryn – Mountainous and strategically important.
- The Westerlands – Rich in gold mines, home to House Lannister.
- The Stormlands – Coastal and rugged, ruled by House Baratheon.
- Dorne – Hot and arid, with a distinct culture and House Martell.
- The Crownlands – Surrounding the capital, King's Landing.
- The Reach – Fertile and populous, governed by House Tyrell.

- The Iron Islands – Harsh and maritime, ruled by House Greyjoy.

Noble Houses and Their Histories

The game of thrones lore is deeply enriched by the stories of the noble houses that vie for power. Each house has its own sigil, motto, history, and alliances, which influence the political landscape of Westeros. Understanding these houses is crucial to grasping the complex dynamics of the series.

House Stark

House Stark of Winterfell is one of the oldest and most honorable families in the North. Their motto, "Winter is Coming," reflects their vigilance and resilience against the harsh northern winters and threats beyond the Wall. The Starks trace their lineage to the First Men and are associated with the direwolf, their house sigil.

House Lannister

Known for their wealth and cunning, House Lannister controls the Westerlands. Their golden lion sigil and motto, "Hear Me Roar!" represent their power and ambition. The Lannisters play a pivotal role in the game of thrones lore due to their influence over the Iron Throne and the realm's politics.

Other Prominent Houses

Several other noble houses contribute to the rich tapestry of Westeros:

- House Baratheon – Known for strength and the stag sigil.

- House Targaryen – Former rulers with dragon heritage.
- House Greyjoy – Sea raiders with a kraken sigil.
- House Tyrell – Wealthy and influential, symbolized by the rose.
- House Martell – Desert warriors from Dorne, represented by the sun and spear.

Significant Historical Events

The history embedded within the game of thrones lore provides context for the ongoing conflicts and alliances. Several landmark events have shaped the political and social landscape of Westeros.

The Age of Heroes

This mythical era predates recorded history and is marked by legendary figures who shaped the early cultures of Westeros. Tales of giants, kings of old, and the founding of noble houses originate from this period.

The Targaryen Conquest

A pivotal moment in Westerosi history was the Targaryen conquest, when Aegon the Conqueror united the Seven Kingdoms under one rule using his dragons. This established the Iron Throne and initiated the Targaryen dynasty, which lasted for nearly three centuries.

Robert's Rebellion

This rebellion led to the overthrow of House Targaryen and the rise of House Baratheon to the throne. It was sparked by disputes over succession and personal grievances, deeply influencing the political intrigue in the game of thrones lore.

Mythical Creatures and Magic

Magic and mythical creatures are integral to the game of thrones lore, adding depth and mystery to the narrative. These elements often have ancient origins and symbolize the struggle between light and darkness.

Dragons

Dragons are among the most powerful creatures in Westeros, closely linked to House Targaryen. Their return after centuries of extinction marks significant shifts in power. Dragons symbolize fire, destruction, and rebirth within the lore.

White Walkers and the Others

Originating from the far North, the White Walkers are supernatural beings who command an army of the undead. Their existence threatens all of Westeros and adds a supernatural dimension to the game of thrones lore.

Warging and Magic Users

Warging, the ability to enter the minds of animals, is a rare skill practiced by some characters. Additionally, sorcerers, priests, and others wield various forms of magic, each with unique origins and effects.

The Role of Religion and Prophecy

Religion and prophecy play vital roles in shaping the beliefs and actions of characters in the game of thrones lore. Various faiths coexist, each with distinct doctrines and influences.

The Faith of the Seven

The predominant religion in most of Westeros, the Faith of the Seven, worships seven aspects of one deity. It holds significant sway over societal norms and politics, particularly through the influential institution of the Faith Militant.

The Old Gods of the Forest

Worshipped mainly in the North, the Old Gods are nature deities tied to the weirwood trees. Their followers practice ancient rites and value the spiritual connection to the land and ancestors.

Prophecies and Their Impact

Prophecies, such as the Prince That Was Promised, influence many characters' motivations and the unfolding of events. These predictions often blend hope and fear, underscoring the mysticism within the game of thrones lore.

Frequently Asked Questions

What is the origin of the White Walkers in Game of Thrones lore?

The White Walkers were created thousands of years ago by the Children of the Forest as a weapon against the First Men, using dark magic to transform a man into the Night King.

Who are the Children of the Forest?

The Children of the Forest are a mystical, non-human race native to Westeros, known for their deep connection to magic and the natural world, and they played a crucial role in the creation of the White Walkers.

What is the significance of Valyrian steel in the series?

Valyrian steel is a rare and magical metal known for its sharpness, strength, and ability to kill White Walkers. It was forged using ancient Valyrian magic and is highly prized in Westeros.

How does the Iron Throne symbolize power in Game of Thrones?

The Iron Throne was forged by Aegon the Conqueror from the swords of his defeated enemies, symbolizing his authority over the Seven Kingdoms and the often brutal nature of power in Westeros.

What is the role of the Faceless Men in the lore?

The Faceless Men are an enigmatic guild of assassins based in Braavos who worship the Many-Faced God and possess the ability to change their appearance, playing a mysterious role in the series' themes of identity and death.

What is the history behind House Targaryen's dragons?

House Targaryen originally came from Valyria and brought dragons to Westeros, using them to conquer and unify the Seven Kingdoms. Dragons are central to their power and identity.

Who was the Night King and what was his purpose?

The Night King was the first White Walker and the leader of the undead army. His purpose was to bring eternal winter and death to the living, opposing the forces of life in Westeros.

What is the significance of the Wall and the Night's Watch?

The Wall is a massive ice structure built to protect the realms of men from threats beyond, such as the White Walkers. The Night's Watch is the sworn brotherhood tasked with guarding the Wall.

How does the lore explain the magic resurgence in the later series?

Magic in Game of Thrones was believed to be fading after the Long Night, but it resurged with the return of dragons, the birth of magical creatures, and the reawakening of ancient powers tied to the Children of the Forest and the Targaryens.

What is the significance of the Weirwood trees in the series?

Weirwood trees are sacred to the Old Gods of the Forest, with faces carved into their bark. They are connected to the mystical powers of the Children of the Forest and serve as conduits for the magical abilities of the greenseers and the Three-Eyed Raven.

Additional Resources

1. *A World of Ice & Fire*

This comprehensive companion book offers an in-depth look into the history, geography, and cultures of the Seven Kingdoms and beyond. Richly illustrated and written with contributions from George R.R. Martin, it serves as an essential guide for fans wanting to explore the lore behind the Game of Thrones series. The book covers the origins of the Targaryens, the fall of Valyria, and the intricate politics of Westeros.

2. *The World of Ice & Fire: The Untold History of Westeros and the Game of Thrones*

Delving deeper into the myths and legends of Westeros, this volume expands upon the histories that shaped the political landscape seen in the series. It includes detailed genealogies, maps, and accounts of key events like the Doom of Valyria and the Targaryen conquest. The narrative style brings to life the ancient lore and provides context to the struggles among noble houses.

3. *Fire & Blood*

This book chronicles the history of House Targaryen, starting from Aegon the Conqueror's unification of the Seven Kingdoms to the civil war known as the Dance of the Dragons. Written as a historical record, it provides a detailed account of Targaryen kings and their dragons. *Fire & Blood* enriches the lore with political intrigue, battles, and the rise and fall of rulers.

4. *The Princess and The Queen*

Set during the Targaryen civil war known as the Dance of the Dragons, this novella explores the conflict between Rhaenyra Targaryen and her half-brother Aegon II. It offers insight into the internal strife that nearly destroyed the Targaryen dynasty and the devastation wrought by dragonfire. The story is a pivotal piece of lore that explains the origins of many animosities in Westeros.

5. *The Rogue Prince*

Focusing on Prince Daemon Targaryen, this novella portrays the life of one of the most controversial figures in Targaryen history. It details his ambitions, romances, and role in the events leading up to the Dance of the Dragons. The book adds depth to the complex family dynamics and political machinations of the Targaryen era.

6. *Fire & Blood: Volume 2 (forthcoming)*

Anticipated to continue the history of House Targaryen, this upcoming volume is expected to cover the later Targaryen kings and the eventual decline of their dynasty. Fans look forward to learning about the reigns of kings like Aegon III and the Blackfyre Rebellions. It promises to further expand the rich tapestry of Westerosi history.

7. *The Tales of Dunk and Egg*

A collection of novellas following the adventures of Ser Duncan the Tall and his squire, Egg, who later becomes King Aegon V. Set roughly 90 years before the events of *Game of Thrones*, these stories provide a ground-level view of Westeros and its knights. The series adds charm and context to the lore through its exploration of honor, chivalry, and the challenges of ruling.

8. *Beyond the Wall: The Wildlings and the Lands North*

This lore book examines the mysterious and often misunderstood peoples and creatures that inhabit the lands beyond the Wall. It explores the culture, history, and legends of the Free Folk, giants, and other northern entities. The book helps readers understand the threats and alliances that shape the northern frontier of Westeros.

9. *The History of Westerosi Houses*

A detailed compendium of the noble families of Westeros, this book delves into their origins, sigils, and notable figures. It provides background stories that explain the rivalries, alliances, and legacies seen throughout the Game of Thrones saga. The volume is a valuable resource for understanding the intricate web of loyalties and power struggles in the realm.

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game of thrones lore: The History Behind Game of Thrones David C. Weinczok, 2019-02-18
The true history behind the hit HBO fantasy show and George R. R. Martin's bestselling Fire and Ice series. A wall in the distant north cuts the world in two. Ruthless sea-born warriors raid the coasts from their war galleys. A young nobleman and his kin are slaughtered under a banner of truce within a mighty castle. A warrior king becomes a legend when he smites his foe with one swing of his axe during a nation-forging battle. Yet this isn't Westeros—it's Scotland. Game of Thrones is history re-imagined as fantasy. The History Behind Game of Thrones turns the tables, using George R. R. Martin's extraordinary fictional universe as a way to understand the driving forces and defining moments from Scotland's story. Why were castles so important? Was there a limit to the powers a medieval king could use—or abuse? What was the reality of being under siege? Was there really anything that can compare to the destructive force of dragons? By joining forces, Westeros and Scotland hold the answers. Writer and presenter David C. Weinczok draws on a vast array of characters, events, places, and themes from Scottish history that echo Game of Thrones at every dramatic turn. Visit the castle where the real Red Wedding transpired, encounter the fearsome historical tribes beyond Rome's great wall, learn how a blood-red heart became the most feared sigil in Scotland, and much more. By journey's end, the cogs in the wheels of Martin's world and Scottish history will be laid bare, as well as the stories of those who tried to shape—and sometimes even break—them.

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loved television series. While you might be a loyal fan of the books, the show, or both -- do you know all about the history of the leading families? This book aims to thoroughly detail the early history of the houses Targaryen, Stark, and Lannister, including how they first rose to power, and what happened in the years leading up to the beginning of The Game of Thrones story. Of the houses of the Seven Kingdoms, the great houses have the most power. In the past, they were largely royalty, but have sworn to the Iron Throne since then. Of the known world, the great houses are the most powerful throughout all of the different regions in the area. Do you know how the Targaryens first took control of the land of the Seven Kingdoms? Follow the tale of Aegon the Conqueror, and learn how he used his people's might to force a union of the kingdoms. You will follow the story of the dragons, and find out how they came to be killed off, leaving the Targaryens vying for power with the other houses. Despite their great conquests, they are too among the houses who play the game of thrones, attempting to restore their name to glory. And what of the Starks, who were once the Kings of Winter, ruling over the North. They fought off advances from invaders and remained in power for thousands of years. How did they come to lose their hold over their kingdom, to become only wards? And what happened to turn Lord Eddard away from his caring of the throne? The Lannisters of Casterly Rock were the Kings of the Rock at one time. Ever since the legendary Lann the Clever took it for himself through trickery, they have been rich and powerful. These people of the First Men used marriage and alliances to strengthen their hold over their neighbors. But their insidious tactics worked to bring an Andal to be the ruling Lannister. Find out how they came to be ruled by a dysfunctional family of mistrusting infighters. Here Is A Preview Of What You'll Learn... Game of Thones Family Histories Game of Thrones Lore and History Game of Thrones Character Biographies Character Relationships and alliances Historic Battles Much, much more! Download your copy today! Tags: Game of Thrones, Game of Thrones Books, Game of Thrones Family Histories, Game of Thrones Family History, Game of Thrones Reference, Game of Thrones for Dummies, Game of Thrones Characters, Game of Thrones Houses, History of Thrones, Fire and Ice, Game of Thrones Book, Game of Thrones text, Game of Thrones Study Guide, Game of thrones show, Game of Thrones education

game of thrones lore: Dungeons & Dragons Lore & Legends Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Official Dungeons & Dragons Licensed, 2023-10-03 An illustrated guide to Dungeons & Dragons' beloved fifth edition told through interviews, artwork, and visual ephemera from the designers, storytellers, and artists who bring it to life. When the reimaged fifth edition of Dungeons & Dragons debuted in the summer of 2014, the game was on the brink of obsolescence. But within a few short years, D&D found greater success than it had ever enjoyed before, even surpassing its 1980s golden age. How did an analog game nearly a half century old become a star in a digital world? For the first time, Lore & Legends reveals the incredible ongoing story of Dungeons & Dragons fifth edition from the perspective of the designers, artists, and players who bring it to life. This comprehensive visual guide illuminates contemporary D&D—its development, evolution, cultural relevance, and popularity—through exclusive interviews and more than 900 pieces of artwork, photography, and advertising curated and analyzed by the authors of the bestselling and Hugo Award-nominated Dungeons & Dragons Art & Arcana.

game of thrones lore: Shakespeare and Game of Thrones Jeffrey R. Wilson, 2020-11-29 It is widely acknowledged that the hit franchise Game of Thrones is based on the Wars of the Roses, a bloody fifteenth-century civil war between feuding English families. In this book, Jeffrey R. Wilson shows how that connection was mediated by Shakespeare, and how a knowledge of the Shakespearean context enriches our understanding of the literary elements of Game of Thrones. On the one hand, Shakespeare influenced Game of Thrones indirectly because his history plays significantly shaped the way the Wars of the Roses are now remembered, including the modern histories and historical fictions George R.R. Martin drew upon. On the other, Game of Thrones also responds to Shakespeare's first tetralogy directly by adapting several of its literary strategies (such as shifting perspectives, mixed genres, and metatheater) and tropes (including the stigmatized protagonist and the prince who was promised). Presenting new interviews with the Game of Thrones

cast, and comparing contextual circumstances of composition—such as collaborative authorship and political currents—this book also lodges a series of provocations about writing and acting for the stage in the Elizabethan age and for the screen in the twenty-first century. An essential read for fans of the franchise, as well as students and academics looking at Shakespeare and Renaissance literature in the context of modern media.

game of thrones lore: *Theology and Game of Thrones* Matthew William Brake, 2022-02-03 This book explores many of the theological and religious themes present in the Game of Thrones HBO television series and George R.R. Martin's A Song of Ice and Fire novels. Written for academics yet accessible for the layperson, the chapters explore themes of power, religion, and sacred institutions in Westeros; Christian ecclesiology in the Night's Watch and the religion of the Iron Islands; Augustinian notions of evil in the Night King and anthropology in the Seven; Orientalism, Hinduism, and the many worldviews in the World of Ice and Fire, and the series more controversial and disturbing themes of rape and death. Theology and Game of Thrones will appeal to theology and religious studies scholars and fans alike as it explores these elements in Martin's complex fantasy epic.

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game of thrones lore: Quality Telefantasy Andrew Lynch, 2022-03-28 This book explores the relatively new genre of 'Quality Telefantasy' and how it has broadened TV taste cultures by legitimating and mainstreaming fantastical content. It also shows how the rising popularity of this genre marks a distinct and significant development in what kinds of TV are culturally dominant and critically regarded. By expanding and building on the definition of US Quality TV, this book brings together a number of popular science fiction, fantasy and horror TV series, including Game of Thrones, The Walking Dead and Westworld, as case studies which demonstrate the emergence of the Quality Telefantasy genre. It looks at the role of technology, including internet recap culture and subscription video on demand distribution, in Quality Telefantasy's swift emergence, and analyses its success internationally by considering series created outside the US like Kingdom (South Korea, Netflix) and Dark (Germany, Netflix). The book argues that Quality Telefantasy series should be considered a part of the larger Quality TV super-genre, and that the impact they are having on the global TV landscape warrants further investigation as it continues to evolve. This is a valuable text for students and scholars studying or undertaking research in the areas of television studies, new media and pop-cultural studies.

game of thrones lore: The World of Ice & Fire George R. R. Martin, Elio M. García Jr., Linda Antonsson, 2014-10-28 NEW YORK TIMES BESTSELLER • Perfect for fans of A Song of Ice and Fire and HBO's Game of Thrones—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin's masterwork—the most inventive and entertaining fantasy saga of our time—warrants one hell of an introduction. At long last, it has arrived with The World of Ice & Fire. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries, and daring rebellions that lead to the events of A Song of Ice and Fire and HBO's Game of Thrones. In a collaboration that's been years in the making, Martin has teamed with Elio M. García, Jr., and Linda Antonsson, the founders of the renowned fan site Westeros.org—perhaps the only people who know this world almost as well as its visionary creator. Collected here is all the accumulated knowledge, scholarly speculation, and inherited folk tales of maesters and septons, maegi and singers, including • full-color artwork and maps, with more than 170 original pieces • full family trees for Houses Stark, Lannister, and Targaryen • in-depth explorations of the history and culture of Westeros • 100% all-new material, more than half of which Martin wrote specifically for this book The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, The World of Ice & Fire is indeed proof that the pen is mightier than a storm of swords.

game of thrones lore: Theories of Crime Through Popular Culture Sarah E. Daly, 2020-11-25 This textbook brings criminology theories to life through a wide range of popular works

in film, television and video games including 13 Reasons Why, Game of Thrones, The Office, and Super Mario Bros, from a variety of contributors. It serves as an engaging and creative introduction to both traditional and modern theories by applying them to more accessible, non-criminal justice settings. It helps students to think more broadly like critical criminologists and to identify these theories in everyday life and modern culture. It encourages them to continue their learning outside of the classroom and includes discussion questions following each chapter. The chapters use extracts from the original works and support the assertions with research and commentary. This textbook will help engage students in the basics of criminology theory from the outset.

game of thrones lore: Game of Thrones: House of the Dragon Gina McIntyre, 2023-01-31 Based on visionary author George R. R. Martin's book *Fire & Blood*, *House of the Dragon* charts the earth-shattering events that led to the fall of Westeros's most powerful family, House Targaryen. Brought to the screen by showrunners Ryan Condal and Miguel Sapochnik, the ambitious prequel series required a striking new vision that would transport viewers back in time, two centuries before the events of *Game of Thrones*. With unparalleled access to the show's cast and crew, including Condal, Sapochnik, and Martin, this book tells the incredible story of their creative journey, from the initial script-writing process to the epic international shoot. Illustrated with a remarkable wealth of concept art, on-set photography, and other key visuals, this is the ultimate companion to *House of the Dragon*.

game of thrones lore: Fantasy Worlds Ethan Parker, AI, 2025-02-26 *Fantasy Worlds* explores the captivating art of world-building, delving into how creators construct immersive fictional universes. The book examines the historical context and narrative techniques that underpin fantasy and science fiction realms, revealing the intricate architecture behind these worlds. It's intriguing to consider how much mythology and folklore influence these creations, and how utopian or dystopian visions often reflect societal anxieties. The book progresses by first introducing fundamental world-building concepts, then investigating mythological roots and analyzing utopian and dystopian settings. Finally, it examines practical techniques for creating believable cultures and economies. What sets this book apart is its interdisciplinary approach, connecting world-building to fields like urban planning and economics. This provides a nuanced understanding of the challenges and opportunities in crafting engaging fictional environments, making it valuable for students, film enthusiasts, and creatives alike.

game of thrones lore: Game of Thrones: House of the Dragon [Season 2] Gina McIntyre, 2024-12-03 Return to Westeros with this deluxe book that explores the creation of season two of HBO's hit series *House of the Dragon*. Following the huge international success of *House of the Dragon* season one, HBO's acclaimed series returns for a second season. Author Gina McIntyre, who wrote Insight's best-selling book on season one, *Game of Thrones: House of the Dragon: Inside the Creation of a Targaryen Dynasty*, has returned to the set at Leavesden Studios near London to chronicle the making of season two, receiving unprecedented access to the production. Season two promises even more intrigue and action, with remarkable performances and unforgettable set pieces, all explored in-depth within this must-have volume that makes the perfect companion to McIntyre's original book. Filled with concept art, on-set photography, and other dazzling visuals, this will be the ultimate exploration of a highly anticipated TV event. EXCLUSIVE ACCESS: Go behind the scenes of season two of *House of the Dragon* and discover exclusive insights and secrets from the show's set. REVEALING INTERVIEWS: Go behind the scenes of *House of the Dragon* through in-depth interviews with showrunner Ryan Condal and the incredible cast and crew. STUNNING IMAGERY: Explore a treasure trove of never-before-seen images, including concept designs for the show's dragons, locations, and costumes, plus candid on-set photos. OFFICIALLY LICENSED: The only officially licensed making-of book for season two of HBO's *House of the Dragon*. COMPLETE YOUR COLLECTION: *Game of Thrones: House of the Dragon: Inside the Dawn of the Targaryen Civil War* is the perfect companion to *Game of Thrones: House of the Dragon: Inside the Creation of a Targaryen Dynasty*, *The Art of Game of Thrones*, and *Game of Thrones: The Costumes*, also published by Insight Editions

game of thrones lore: Viking Heritage and History in Europe Sara Ellis Nilsson, Stefan Nyzell, 2024-03-06 Viking Heritage and History in Europe presents new research and perspectives on the use of the Vikings in public history, especially in relation to museums, re-creation, and re-enactment in a European context. Taking a critical heritage approach, the volume provides new insights into the re-creation of history, imagining the past, interpretation, ambivalence of authenticity, authority of History, remembrance and memory, medievalism, and public history. Highlighting the complexity of the field of public history today, the fourteen chapters all engage with questions of historical authenticity and authority. The volume also critically examines the public's reception, engagement with, and interpretation of the Viking Age and the concepts of who these individuals were. Each chapter illuminates an aspect of these themes in relation to museums, leisure activities, politics, tourism, re-enactment, and popular culture – all from the vantage point of Viking cultural heritage. Viking Heritage and History in Europe is one of the first volumes to examine the use and role of the Vikings within the field of public history, both past and present. The book will be of interest to those engaged in the study of heritage, public history, history, the Vikings, vikingism, medievalism, and media history.

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game of thrones lore: Professional Techniques for Video Game Writing Wendy Despain, 2020-04-21 This second edition of Professional Techniques for Video Game Writing is updated with new chapters and new authors, but it's still a no-nonsense guide to the professional craft of writing for video games. Not only does the text cover story and narrative elements, but it also addresses dialogue, documentation, and strategy guides. Seasoned video game writers each address a different topic, including the best way to break into the video game industry, how to be an efficient part of a team, and the principles of narrative design. The book also offers script samples, technical writing advice, effective writing tips, and suggestions for how to innovate in game narrative. Key Features Comprehensive enough for veterans and accessible enough for novices Goes into detail about how to write tutorials, script doctoring, and writing for AAA games Delivers invaluable experiences directly from writers in the games industry Full of practical advice from industry pros on how to get a job, and then how to get the job done Author Bio Wendy Despain has more than two decades of experience spearheading digital media projects. She has worked with teams around the world as a writer, narrative designer, producer, and consultant on interactive experiences ranging from video games to augmented reality. She's worked with EA, Disney, Ubisoft, Cartoon Network, PBS, Marvel, and Wargaming. Currently, she's a Production Director at ArenaNet, makers of the Guild Wars franchise. Her books include: Writing For Videogame Genres: From FPS to RPG Talking to Artists/Talking to Programmers 100 Principles of Game Design

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