

Information on Professional Conversion Programme (PCP) for Game writers

Organised by Screenwriters Association (Singapore) (SAS) and supported by Workforce Singapore (WSG) and IMDA, the PCP for Game Writers is aimed at developing a pool of trained writers for games and raising awareness on the value of writing in games.

Phase 1 of the 2017 programme was held as a 3-day masterclass that ran from 12 to 14 August. There were a total of 10 participants comprising 5 selected PCP trainees and 5 non-PCP trainees.

The PCP trainees then underwent Phase 2 of the programme which comprised 140 hours of classroom training by industry trainers, and 322 hours of structured on-the-job training (OJT) in a game company from 12 August – 13 Nov 2017.

The trainee-company pairings are:

Participant	Company
Celestia De Roza	Landshark Games
Ian Fung	Ubisoft
Maria Braberry	Battlebrew Productions
Silvia Gunarso	Playware Hobbies
Susitra Janagiram	

The programme culminated in a pitch event to industry stakeholders, with a sharing session by Emmanuel Lusinchi, Design Lead on Star Wars: The Old Republic and current Creative Director for Bandai Namco. The Best Project award was given to Celestia for her game *Dilford Files*, an investigative mobile game with supernatural elements set in the 1960s. Celestia is currently a staff writer at local indie game company, Landshark Games.

