# IDEAS GENERATION MATRIX

Complete this template to generate 24 distinct starting points for a narrative game project. The first three rows have been filled in for you as an example but you should delete them before you begin. We will be using the result in week 2 and it will come in handy for your first assignment.

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| --- | --- | --- | --- |
| **Title** | *Red Barns* | *Why are you still here?* | *Phantasmagoria* |
| **Opening sentence** | *At first he thought the wall had been painted black. In fact it was thick with live beetles.* | *Her earliest memory was being fed honey by Fidel Castro* | *Only many years later, would Don Segundo finally remember where he had left his glass eye.* |
| **Thematic concept** | *Revenge of the factory workers* | *Hatred as a life force* | *Jealousy and madness* |
| **Observation/Description** |  |  |  |
| **Situation** |  |  |  |
| **Genre** |  |  |  |
| **An image** |  |  |  |
| **An unusual object** |  |  |  |

Don’t be precious about it, this is just one of many techniques we will use to generate ideas and nothing is set in stone. Treat each of the 24 boxes as a new starting point (i.e. don’t develop an idea down the columns, you’re just creating prompts here).