

THE LAST OF US – NARRATIVE DESIGN MASTERCLASS

Guest Lecture



What if you could design a story that players don't just watch—but *feel*, play, and *never forget*?

The first 15 minutes of *The Last of Us* created one of the most emotionally powerful openings in game history.

This masterclass drives home how **EVERY aspect of game development**—from audio and animation to voice acting, player choice, lighting, and level design—must **ALL come together in perfect sync** in order to create an experience so immersive that players will talk about it for the rest of their lives.

If even one department is out of alignment—or worse yet, if there is no unified creative vision for the game—**player immersion breaks**, and with it, **their engagement**.

Join me in a **live, 90-minute walkthrough of those first 15 minutes**, where we'll explore—**moment by moment**—nearly **100 different ways** in which meaning and emotion are intuitively conveyed to the player. We'll unpack **why these moments feel like they were created by the player themselves**.

Afterwards, we'll hold a **90-minute Q&A** where we can dive deeper into any part of the masterclass **or brainstorm** ways to apply the techniques to your own projects.



John McLean-Foreman is a **dedicated writer and narrative director** with a **passion for storytelling**. He brings a **wealth of experience** in **crafting immersive worlds, intricate characters, and engaging narratives** across various media. His work is deeply rooted in **exploring complex themes**, from dystopian futures to rich, diverse worlds, aiming to **inspire and challenge audiences**. With a strong commitment to helping others unlock their creativity, John's masterclasses offer **practical insights** and **hands-on guidance** for aspiring storytellers and veteran game developers alike.