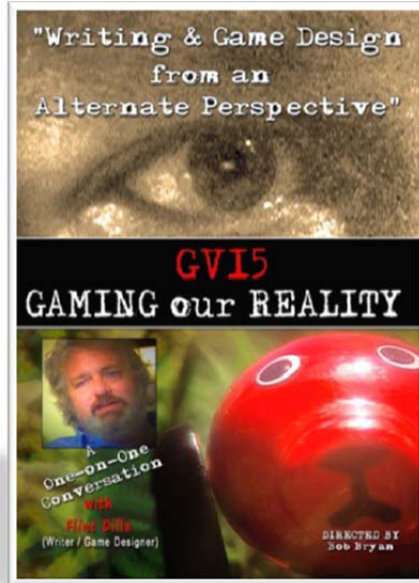


GV15 GAMING OUR REALITY:

Writing & Game Design from an Alternate Perspective

SYNOPSIS



A FASCINATING AND COMPELLING LOOK BEHIND THE VEIL

GV15 GAMING OUR REALITY: Writing and Game Design from an Alternate Perspective directed by documentary filmmaker Bob Bryan is described as a far ranging one-on-one ‘conversation’ with Transmedia giant Flint Dille. Flint’s background in TV and Game Design is diverse and extensive.

Early on in his career he was best known as a Writer/Producer on the *Transformers*, *G.I. Joe*, *Garbage Pail Kids*, *InHumanoids*, *Mr. T Animated TV Series* and eventually as writer/game designer on *Vin Diesels Chronicles of Riddick: Assault on Dark Athena*, *Escape from Butcher Bay*, *Batman: Rize of Sin Tzu*, *Mission Impossible*, *James Bond: Tomorrow Never Dies*, *Dead to Rights*, *Fantastic Four: Rise of the Silver Surfer*, *Wheelman*, *Visionaries: Knights of the Magical Light* and more recently *Diablo III*. Mr. Dille has written four interactive novels, five regular novels, graphic novels and comic books.

Bob quickly discovered that Mr. Dille was a uniquely compelling and extroverted personality who was not at all like the predigested stereotypically nerdy introverted type that he had imagined. Rather, as he got to know him, Bob discovered that Flint is someone who by all ‘normal indices’ had been mislabeled as having certain mental disabilities when he was growing up. That was the thinking of one of his instructors, “well he’ll be lucky to be able to spell and recognize certain symbols and maybe, eventually he’ll grow out of it”. Thanks to an aggressive intervention by his parents Flint was taken out of that school and enrolled in a special school for students who have different learning styles. Turns out Flint was diagnosed with Dyslexia and a brain wiring condition called “Mixed Dominance.” At this school he was taught various innovative techniques to learn how to deal with these potentially confusing perceptual learning differences.

In **GV15**, Flint openly discusses, in detail, the process and methodology of writing adaptive survival codes and compensation algorithms to ‘world-build’ and excel in a non-dyslectic world. Integrated into the in-depth conversation are insightful and practical templates that he uses to create and conceptualize characters, character analysis, story points, character interactions, as well as, internal structures and codes for gaming. **GAMING OUR REALITY** is must-see documentary for anyone interested in Writing and Game Design.

STARRING: FLINT DILLE
DIRECTOR: BOB BRYAN
PRODUCED BY: BRYAN WORLD PRODUCTIONS
STREET DATE: 09/15/2013
GENRE: DOCUMENTARY
FORMAT: 16/9 FORMAT NTSC / AUDIO - STEREO FORMAT
FRAME RATE: 29.97

CONFIGURATION:	DVD Single	CLOSED CAPTION:	NO
LANGUAGE:	ENGLISH	SUBTITLE:	N/A
AWARDS:	N/A	RUN TIME:	40 MINUTES
RATED:	NOT RATED	AUDIENCE:	GENERAL AUDIENCE AND ACADEMIC
UPC CODE:	6_62425_06500_4		
SUGGESTED MSRP:	\$ 19.95 without PUBLIC PERFORMANCE RIGHTS \$ 34.50 <u>with PUBLIC PERFORMANCE RIGHTS</u>		

DVD FEATURES / SPECIAL BONUS FEATURES

- DVD Amaray Case
- GV15 GAMING OUR REALITY Documentary – No Chapters

KEYWORDS: GV Docu-Series, Bob Bryan, Gaming, Video Gaming, Learning Differences, Dyslexia, Educational, Graffiti Verite', Writing and Game Design, Game Designer, Games, Documentary, Computer Games, Dual Dominance, Multiple Intelligence

GV15 FILM REVIEWS: http://www.graffitiverite.com/GV15_GamingOurReality_FilmReviews.pdf (pdf file)

GV15 PRESS RELEASE: http://www.graffitiverite.com/GV15_GamingOurReality_PR.pdf (pdf file)

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GV15 WEBPAGE: http://www.graffitiverite.com/GV15_GAMING_OUR_REALITY.htm

GV15 TRAILERS: Trailer #1 <http://www.youtube.com/watch?v=zBodjD7R1Qw>

Trailer #2 <http://www.youtube.com/watch?v=Pz3joHtjaY4>

Trailer #3 http://www.youtube.com/watch?v=_Tyuxr5ImrA

GV15 SYNOPSIS PAGE: http://www.graffitiverite.com/GV1-GV7SYNOPSIS_files/Page1665.htm

R E V I E W S

“A Powerful Educational tool! I learned something about myself because of this film. Flint made it clear that we create codes to break down, decipher and analyze ‘reality’ at our own pace and from our own point-of-view...” - Miles B., Online Video Gamer

“I thought it was pretty interesting how you showed how people with dyslexia have to learn how to adapt in a non-dyslexic world. Brilliant!” - Tony, Gamer

“Flint Dille Rocks! Great questions; nice one-on- one interview. Nice job!” - Hector Lino Jr., NYC Educator

“If you’re interested in the different ways people can continue to cultivate their creativity, overcome adversity and enjoy non-linear storytelling, this Game Design interview with Flint Dille is worth watching! Please share and help spread the word.” - Diana Lansleen, Filmmaker

*“This documentary on **GAMING** is both very interesting and informative. As far as I’m concerned you could not have picked a more fascinating character to interview on this topic.”* - Edward, Gamer

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