GV15
GAMING our REALITY

Writing & Game Design from an Alternate Perspective

A new documentary film from multi award-winning filmmaker Bob Bryan

"The real genius of this documentary is that Bob actually makes me look interesting and intelligent. Its really good. Check it out." -- Flint Dille

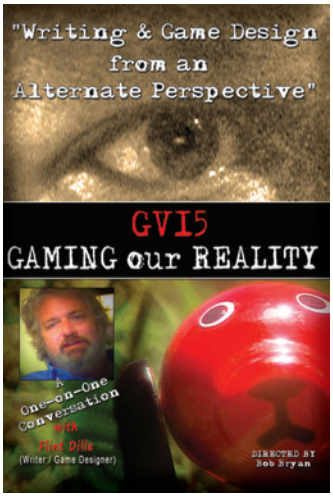
New Insight Into Writer/Game Designer Flint Dille

Review of **GV15** *By Mary Virginia*

Bob,

Flint sent me the link to your doc on him. He mentioned I was in it, too... (thanks for the quick photo cameo.) Anyway, let me tell you, as someone who has known him since we were 15, you captured his spirit, humor, intelligence, talent, and laid-back style.

Plus, I learned a lot that I did not know about him (specifically the dual-dominance issue), which explains his unique outlook, creativity, and game-writing talent. Thanks for the insight into him and a new appreciation for games (which I never got into much), and what can be considered games (which is a broader category than I knew). Great job. Congrats.



GV15 Front Cover

Non-Linear Storytelling

A **GV15** *Review by Diana Lansleen*

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. :)

A Review of GV15 GAMING OUR REALITY

By Brad Sweet

"I officially have Man-Cave Envy..."

The Blow By Blow

Review of **GV15** *by Flint Dille*

"I am going to watch it within the next week. I have to get over my self-disgust.

Bob. Forgive me. Have not watched yet. Really want to avoid looking at myself.

Watching now... This is fantastic.

I'm loving how you cut stuff in. How do I promote this? Everything is good but watching myself.

Wow.... I'm not even bored with your editing. This is a great gift. How do I tell people where they can go to watch it?

Love 'the tingle' sound effect. Man, you're a great filmmaker.

I hate how I say 'you know' all the time.

Just finished. Fantastic. What can I do to help?

'So I finally watched Bob Bryan's film about me. Man is he a great filmmaker. He actually made me interesting. Hopefully he'll post it so others can watch it.'

Great... I'll do everything in my power to get this going. I didn't know how much I should be spreading around the "free view."

You are a fabulous filmmaker."

GV15 REVIEW

by Kevin Alan Norman

OK. Already watched and enjoyed it!

GAMING OUR REALITY REVIEW

by Kelly Vero

"I loved GV15. You managed to capture the Flint we know and endure (!) with his fast-switchboard of a brain and his wicked sense of humour.
I really enjoyed it Bob! "

GV15 GAMING OUR REALITY: The Movie Review

Review by Hector Lino Jr., Educator

"Flint Dille Rocks! Great questions; nice one-on-one interview. Nice job!"

"It is very true, we Dyslexic people use coded information to understand normality" GV15 Review

by Miles B., Ritualistic Gamer

Ur film **GV15** was very hypnotizing, with your "game-like" sound design and visual cuts/editing style. At first, I was wondering "why'd u keep doing that?"...it never went to the point of annoyance because I was drawn into the film without boredom but rather, intense curiosity.

In fact, around 28 mins into the film I was glad u made those efx decisions. It made sense to me that you were creating the environment of a Video Game and that Flint himself was treated like a video game character. Amazing decision to make! I was transfixed to the screen, in effect I was hypnotized!

GAMING OUR REALITY was so compelling, I was actually "listening" to what Flint Dille had to say regarding Dyslexia. It is very true what he said that we Dyslexic people use coded information to understand the "normality" of a problem, people in general or statement.

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. Using the technique suggested by Flint Dille makes "things in general" much more easy for us to comprehend because in the final analysis, we see "everything" as coded information. I'm just saying for certain people ofc.

I'm going to watch it again and this time show it to my girlfriend Jasmine, who is a A+ Dyslectic and see if she understands the film--that experience I'm convinced will be very intense for her to GET IT. After all, she didn't even come close to understanding "INCEPTION: The Movie." God help us...praise Jessssuuuussss hahaha. Thanks for the Preview!

"Gamers will love
GV15 GAMING OUR REALITY"
Review by Tommy Rowe, Filmmaker, DP

Hey Bobby,

I just watched the video. Great inside information on Game Design. Excellent choice of subject and subject matter. How he does it? **Why he does it**? I liked the Dyslexia bit. Also the stop action efx worked really well. Nice job! It's a family affair!! **GV15** is a peek into the world of Game Design. It asks the questions you would ask of one of the best Designers in the business. It kept me engaged through the entire video. Gamers will love **GV15** and neophytes will be inspired to think that they can do it too! Nice!!!!

A Review of GV15 GAMING OUR REALITY
by Michaelangelo Reina

"I love it, there's a wealth of good stuff here."

"Another Bob Bryan's Masterpiece!"
Prelude to a Review of
GV15 GAMING OUR REALITY
by Pedro Balugo, Artist

Like always, filmmaker Bob Bryan has delivered yet another great documentary. A creative and insightful look into the world of Gaming. Bravo!!!

_____

"This doc should be watched by
people who suffer from dyslexia."
Review of GV15 GAMING OUR REALITY
by Pedro Balugo

Wow! Yet another great documentary from award-winning director Bob Bryan. **GV15 GAMING OUR REALITY: Writing and Game Design from an Alternate Perspective** is awesome in so many ways: content, subject matter and visually amazing. With all this being said, the message I walked away with and didn't expect was the "real gem." Turns out the writer/designer being interviewed (Flint Dille) is dyslectic.

As Mr. Dille explains his *"creative process and vision"* he articulates how his dyslexia actually is the tool that helps him to see *"outside of the box."* I've never been technically diagnosed with dyslexia but when the symptoms were outlined in **GV15**, I began to understand something. Understand, why I always felt and perceived things 'differently;' why numbers and letters would appear in reverse in my mind, why I think and process 'reality' the way I do.

It's no wonder I became a Graffiti Artist, playing with letters and colors, twisting, bending and re-arranging letters and fantastic images.
For most of my life I thought maybe I'm just a little... off, but the message I got here was the *"gem"*. It's ok! It's ok that I am different and YES it IS what makes me special. This doc should be watched by *"would-be gamers/designers"* and most importantly, by people who suffer from dyslexia. Thank you Bob for your great work.

Review of GV15 GAMING OUR REALITY
By Jay Libby

"Check out this great piece on Flint Dille." I enjoyed it a lot too!

GV15 GAMING OUR REALITY:
Movie Review from a Gamers Perspective
Review by Tony, Gamer

Hey Bob, I just finished your **GV15**. Now that was some very fascinating stuff, I had no idea what a writer/game designer like Mr. Flint Dille did to accomplish what they do... and I'm a Gamer!

The way you put the film together, you had me absolutely hooked all the way through to the end!

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! Good job Bob. Congratulations on another GV Docu winner!!!

The Art of Video Gaming
Review of GV15 GAMING OUR REALITY
by Edward

Filmmaker Bob Bryan strikes again! **GV15** is

another terrific example of your great pieces of storytelling. 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.

It's ironic how Mr. Flint Dille kept saying that he was a dummy or a Village Idiot when comparing himself to casual friends at his school or to a roomful of technical engineers that he's worked with on a specific project.

In reality, that humble, self-effacing description is far from the truth of the matter. Flint comes across to me in **GAMING OUR REALITY** as having an eccentric, intelligent and extraordinarily funny personality. Tragically, society oftentimes labels these unique people as being weird or dumb essentially because they do not follow the norm, react robotically "normal", or fit easily into standardized molds. In my opinion I certainly don't think that Mr. Dille is a dummy because believe me the AIR FORCE ACADEMY wouldn't be using him as a Creative Consultant during their Connection Conventions which he was invited to participate in for over five years. Flint simply has a totally creative and different perspective on everything he encounters in life.

Stylistically, amongst other elements, I appreciated how you defined "on-screen" certain technical terms that were casually used and thrown about by Flint when describing his work in the Gaming Industry. This smart technique by you kept me in the loop.

I never felt that I was lost or that the subject matter had flown over my head, which it obviously could have, since I am not a professional Writer / Game Designer. lol Great job Mr. Bryan in pulling all this together. **GV15** clearly shows me how Video Games should be considered an entertaining and important Art Form in the 21st Century.

Review of "Gaming Our Reality"
By Sydney Forest Taylor

Totally loved watching this documentary about my friend Flint Dille ...(I am gonna make sure we play more "games" with the kids this year :)

So so awesome...love it!

A Review of GV15
by Double DB

Bob Man, the subject is great... The speaker is marvelous to listen to...he sounds like he knows his stuff. Your styling in your graphics, sound effects and commentary is outstanding. You are a meticulous editor and it shows. You've got such a well-paced project.

In terms of your work ethic and perseverance... Bob you are one Bad Ass who makes chumps out of all of us... CAUSE YOU KEEP GETTING STUFF DONE! To that I say, "Congratulations!"

"Exceptional Work Bob!
Absolutely Amazing!"
Review of GV15 GAMING OUR REALITY
featuring Writer/Game-Designer Flint Dille
by Jon Meyer

First of all Bob, I would like to thank you for the opportunity to be a part of the process of reviewing another one of your GV Docu-Series productions. They are always highly entertaining and loaded with information not tackled by most mainstream commercial production houses.

GV15 GAMING OUR REALITY: The Film showed the various specialized fields of interest inside the Video Gaming Industry, which I believe many people are totally unaware of. Mr. Dille spoke in detail about the responsibilities of people who work in The Technical Team, The Design Team and The Art Teams. It served as a nice precursor for what was to come a bit later. A nicely done set-up in my opinion.

It is my recommendation (*and I can only hope*) that the Staff Policy Movers and Shakers of the Educational System around the USA would kindly take the time to watch this powerful and moving documentary. Why? because I believe it would have the useful impact of waking them up to an existing reality involving children who live with perceptual learning differences.

Educators oftentimes exhibit a lack of empathy, as well as, a lack of understanding and proper communication skills necessary when dealing with these special and often talented children. The cold disdain or worse, the indifference they feel towards

these students is often sadly palpable. These children are never on the minds of the ones' writing the curriculums for the various fields of study.

Why does society accept as taboo issues dealing with students that have different intakes of information than the majority of the *"normal"* student body. It is not fair to create a separation between students and to throw 'different' people to the side, to be forgotten and negatively labeled as stupid or un-teachable.

Bob, of all your work I've been fortunate enough to see, **GAMING OUR REALITY** is without a doubt my favorite. Not only because of the wide range of material discussed in the film but also because I relate to this one, as one of those kids, who had perception differences. So this is personal for me! In class I never answered questions with the typically desired response. In fact objectively, I was always one of the smartest kids in the class, yet for some reason I wasn't nearly on the same level as some of the other *"smart kids."* In addition, I was one of the best athletes in my school but I was simultaneously considered a social outcast. As a kid I endured all the racial slurs i.e.:. 'nigga /coon / porch monkey' etc. I'm none of these names, nor is anyone else on this planet! I recall that in my English class my teacher asked me what I thought an author meant in his story. My honest response was met with harsh criticism and a definitive *"No, the author was saying blah, blah, blah."* Now remember, the question was *"what did I think the author meant?"* What was that all about?

In my mind, any interpretational response by me should be considered correct in that sense. Instead, I was publicly mocked by the teacher and later by my classmates at lunch time. This stuff that occurred in the classroom made me into "the outcast" simply because of not viewing things as most adults and classmates did. On top of all this the teachers never would stop someone from calling me names or bullying me. There are countless issues I could bring up on the school level, as well as, racial intolerance on the society level. The ignorance of many people is just absurd. As I would say later in life, at least get the racism correct, I'm brown not black !

I love in the film how at the military Air War College Flint Dille was asked to consider the psychological influence issue of using Nitrogen for bombs versus providing food which is a source of Nitrogen for a population in the war zone. Thought puzzles like that I found fascinating.

These are just some of the things that **GV15** brings to mind, that we as a society on all levels need to address. It suggests that we need to stop a lot of these obvious negative actions/practices and come up with appropriate counter-measures in order to see to it that we reverse the business as usual train-of-thought. Hopefully, in time, this new thinking could set the basis for a change of societal mind-set and practices. This is imperative for our society to understand. "EXCEPTIONAL WORK BOB! Absolutely amazing! Hands down your best work yet in my opinion. Keep up the OUTSTANDING WORK MY FRIEND!"

Writing & Game Design From
An Alternate Perspective
by Christopher Kent

What is the ½ Hour TV Beat Chart?

Flint Dille (Response):
Christopher Kent watched Bob Bryan's documentary (*see below*) about me in which I talked about a beat chart like everybody was supposed to know what it was. In brief strokes, its a formula for pacing a 1/2 TV show which has two pre-arranged act breaks thus it is a 3 act show. It looks something like this:

1) Grabber: Grab the audiences' attention. Exciting scene that makes the viewers want to watch the rest of the episode.
2) Resolution of Grabber
3) World as it is: Life as normal.
4) Bump: Something happens which sends the story in a whole new direction. Reversal.
5) Heroes react.
6) Cliff-Hanger: Heroes are in dire jeopardy *(or somebody is).*

ACT 2:

7) Resolution of Cliff Hanger.
8) Escape
9) Bump
10) Re-engagement with enemy
11) Intense Cliff-Hanger

ACT 3:
12) Resolution of Intense Cliff-Hanger
13) No chance for heroes to win.
14) Climax: Heroes turn it around.
15) Resolution: Villains Defeated
16) Tag: Some final bit returning the world to normal or the new normal.

The trick with rules is that if you slavishly follow them, you will end up with a predictable boring piece. If you ignore them your piece will be art-damaged at best, at worst a chaotic mess.

Formulas do not negate the need for creativity, they just give you a template.

This is all explained in probably nauseating detail in THE ULTIMATE GUIDE TO VIDEOGAME WRITING AND DESIGN.
http://www.amazon.com/Ultimate-Guide-Video-Writing-Design/dp/158065066X
But that's the basic idea.

Writing & Game Design from an Alternate Pespective

by Flint Dille

> "So Bob Bryan made a documentary about me. This guy is such a brilliant filmmaker that its tolerable to watch me for more than 30 seconds.
>
> Really great job. Watch and share. We're trying to get him some word-of-mouth. Its mostly about game stuff."

GV15 REVIEW

by E. Daniel Arey

"Pretty Cool Flint!"

GV15 REVIEW

by Helene Cardona

Just watched it. Very interesting. Fascinating. Loved the the idea of what is fun. And fair etc... It's true that games are used for training.

- How do you pick your subjects?
- Did you already know Flint Dille?
- Did you also do the doc **Graffiti Verité 6: The Odyssey?**

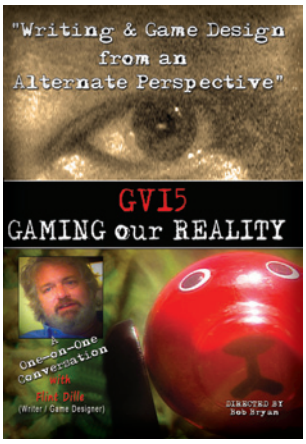
"It's very difficult for me to do things normally" A Review of GV15 GAMING OUR REALITY

by Barry Rabkin

Good stuff Bob and Loida! Thanks for the sneak peak! As a lifelong gamer, Bryan's latest film was near and dear to my heart. His in depth and insightful interview with Flint Dille peeled back the curtain on what makes good video games. It also explores the importance of outside the box, creative perspectives that can bring value to any companies.

As Dille says: *"It's very difficult for me to do things normally...I've compensated for that by doing things abnormally, which is very useful for institutions."* I can relate to those words, and I'm happy to see such a perfect example of the value of unique perspectives.

Much Respect,
Barry Rabkin, Owner & Founder
CypherStyles.com, Inc.



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