

Curriculum Vitae

Maurice Suckling

Ph.D., M.A., B.A. (Hons)

Assistant Professor

Rensselaer Polytechnic Institute

Department of Communication and Media

Troy, NY, USA

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RESEARCH INTERESTS

Storytelling in games: unique affordances of storytelling through the medium of games; narrative design systems (digital and analog); innovations in narrative design. Narratology. Historical simulations: intersections with historiography and design; analog wargame design. History of games: narrative-driven games; analog wargames; board games. Hybrid digital and analog game systems.

EDUCATION

M.A. in Global History 2017

(Distinction)

Department of History

University of Birmingham

Advisor: Dan Whittingham

Ph.D. in Creative Writing 2008

School of English Literature, language and Linguistics

University of Newcastle upon Tyne

Advisors: Margaret Wilkinson and Andrew Crumey

Thesis: Is Anything Actually Happening? A Critical Examination of Plot in Selected Contemporary Seemingly Plotless 'Novels' & Polygon World

B.A. (Hons) in Religion with Literature 1992
University of Bristol
Advisor: Denys Turner

ADDITIONAL EDUCATION

City & Guilds Certificate 1996
Media Techniques: Television and Video Competences

PUBLICATIONS

Ph.D. Thesis 2008

- *Is Anything Actually Happening? A Critical Examination of Plot in Selected Contemporary Seemingly Plotless 'Novels' & Polygon World.*

Analog Games

- *1565 Siege of Malta.* Worthington Publishing. (Game designer.) 2022
- *Hidden Strike: American Revolution.* Worthington Publishing. (Game designer.) 2021
- *Chancellorsville: 1863.* Worthington Publishing. (Game designer.) 2020
- *Freeman's Farm: 1777.* Worthington Publishing. (Game designer.) 2019

Video Games

- *Unannounced Title,* Disney. (Writer.) 2021
- *Unannounced Title,* Amazon Games. (Writer.) 2021
- *Lost Words: Beyond The Page* (Narrative Consultant, Narrative Designer, Additional Writer) 2020
- *Fortnite,* Epic Games. (Narrative Consultant) 2019
- *Metro Exodus.* (Narrative Consultant) 2019
- *Killing Floor 2, Back and Kickin' Brass, DLC.* Tripwire Interactive. (Writer) 2019
- *Killing Floor 2, Twisted Christmas DLC.* Tripwire Interactive. (Writer) 2018
- *Planet of the Apes: Last Frontier,* The Imaginati Studios. (Lead Narrative Designer) 2017
- *Killing Floor 2,* Tripwire Interactive. (Writer) 2017
- *Civilization VI,* 2K Games. (Writer) 2016
- *Killing Floor 2,* Tripwire Interactive. (Writer) 2016

- *Mafia III*, 2K Games. (Writer, uncredited) 2016
- *Claptastic Voyage, DLC*, 2K Games. (Narrative Director, Voice Director) 2015
- *Borderlands: The Pre-Sequel!*, 2K Games. (Narrative Director, Voice Director) 2014
- *Battleplan: American Civil War*, The Mustard Corporation. (Creative Director) 2014
- *Never Dead*, Rebellion. (Consultant) 2014
- *Boiling Point*, Atari. (Writer for opening sequence) 2014
- *The Bureau: XCOM Declassified*, 2K Games. (Writer) 2013
- *The Thirty Nine Steps*, The Story Mechanics. (Consultant) 2013
- *Wii Fit U*, Nintendo. (Producer, EFIGS recordings) 2013
- *Teach Your Monster To Read*, Usborne Publishing. (Writer) 2013
- *Brain or Body*, Ubisoft. (Writer, consultant) 2011
- *MindJack*, Square Enix. (Writer, voice director) 2011
- *Sonic & Sega All-Stars Racing*, SEGA. (Writer, voice director) 2011
- *James Noir's Hollywood Crimes*, Ubisoft. (Writer) 2011
- *We Dare*, Ubisoft (Consultant) 2011
- *The Shoot*, SONY. (Writer) 2010
- *BioShock 2*, 2K Games. (Producer, UK voice sessions) 2010
- *History of the World*, The Mustard Corporation. (Creative Director) 2010
- *Alphablocks*, webispodes, BBC. (Writer) 2010
- *Birthday Party Bash*, 2K Games. (Producer, UK voice sessions) 2009
- *Planet 51*, SEGA. (Writer) 2009
- *Wii Fit Plus*, Nintendo. (Producer, EFIGS recordings) 2009
- *Nintendo Presents Crossword Collection*, Nintendo. (Producer, writer) 2009
- *Papermint*, Avaloop. (Writer, consultant) 2008
- *Unsolved Crimes*, Empire Interactive. (Writer, consultant) 2008
- *Pipemania*, Empire Interactive. (Writer) 2008
- *Don King Presents Prizefighter*, 2K Sports. (Lead writer) 2008
- *Wii-Fit*, Nintendo. (Producer, EFIGS recordings) 2008
- *Emergency Heroes*, Infogrames. (Writer) 2008
- *The Black Page*, The Sancho Plan (Writer) 2008
- *Virtua Tennis 3*, Sega. (Writer) 2007
- *Little Britain: the video game*, Mastertronic. (Writer) 2007
- *Driver '76*, Atari. (Lead writer) 2007
- *Pokemon Battle Revolution*, Nintendo. (Producer, FIGS recordings) 2007
- *Let's Make a Soccer Team*, Sega. (Writer) 2006
- *Buzz: The BIG Quiz*, SONY. (Writer) 2006
- *BBC Jam*. (Writer, consultant) 2006
- *Driver: Parallel Lines*, Atari. (Lead writer, voice director) 2006
- *Driver 3*, Atari. (Lead writer, voice director, animation co-director) 2004
- *Endgame*, Empire Interactive. (Writer) 2002
- *Stuntman*, Atari. (Lead writer, voice director, animation co-director) 2002
- *Driver 2*, Infogrames. (Lead writer, voice director) 2000
- *Driver*, GT Interactive. (Lead writer, voice director) 1999

Books

- *Video Game Writing: from macro to micro*, (textbook and reader for students) Mercury Learning (2nd edition) co-written with Marek Walton. 2017
- *Life With A Porn Queen*, (novel) Ink Monkey Books. 2013
- *Video Game Writing: from macro to micro*, (textbook and reader for students) Mercury Learning (1st edition) co-written with Marek Walton. 2012
- *Photocopies of Heaven*, Elastic Press. 2006

Book Chapters and Forewords

- Book: *Storytelling for New Technologies and Platforms: a writer's guide to theme parks, virtual reality, board games, virtual assistants, and more*. Ed. Ross Berger. Studies in the Long Nineteenth-century. New York: CRC Press. Chapter: 'Storytelling and Board Games'. 2022
- Book: *Playing Games in Nineteenth-century Britain and America*. Eds. Ann R Hawkins, Erin Bistline, and Maura Ives. Studies in the Long Nineteenth-century. Ed. Pamela K. Gilbert. New York: State University of New York Press. Chapter: 'What Did They Play and What Does It Say? Quantitative and Qualitative Analysis of Nineteenth Century Board Games in Britain'. 2021
- Book: *Professional Techniques for Video Game Writing*, (2nd edition) A.K.Peters, Chapter: 'If it Works, Break It: Game Narrative Tropes and Innovation'. 2020
- Book: *Surviving Game School: and the game industry after that*, Michael Lynch and Adrian Earle, CRC Press. Foreword. 2018
- Book: *Elasticity: The Best of Elastic Press*, Ed. Andrew Hook, NewCon Press. Chapter: 'Televisionism'. 2017
- Book: *Writing for Video Game Genres: From FPS to RPG*, A.K.Peters. Chapters: 'Writing for Shooting Games', 'Writing for Driving Games'. 2009
- Book: *Professional Techniques for Video Game Writing*, A.K.Peters. Chapter: 'Writing in a Team', co-written with Sande Chen and Anne Toole. 2008

Journal Articles

- *Board Game Studies Journal: Issue 14, December 2020*: 'Simulating Saratoga: How Saratoga-Themed Board Games Function as Experiential Historiography.' 2020
- *Ludology.co.uk, November 2020*: 'The Re-popularization of Commercial Wargames.'
<https://www.ludology.co.uk/issue/november-2020/> 2020
- *Journal of Advances in Humanities, March 2019*: 'To what extent were progressive politics before World War Two a fundamentally imperial project? The case of international humanitarian relief in Russia, 1921-1923.' <https://cirworld.com/index.php/jah/article/view/8105> 2019
- *The CEA Critic (Vol 79, Number 1 March 2017)*: 'Board with Meaning: reflections on the intersection between game design and historiography in the board games *Twilight Struggle*, *The Lost Cause*, and *Quartermaster General: 1914*.' <https://muse.jhu.edu/article/652549/pdf> 2017

TV

- *Alphablocks*. (Co-writer on series I.) BBC. 2010
- *Comic Relief*, BBC. 2005

Invited Talks

- *Storytelling and Wargame Design*. Georgetown University. 2020
- *Is The Emperor Naked? Problems in Contemporary Wargame Design*. MPCA, Cincinnati. 2019
- *Simulating Saratoga: again but different*. Festival of Independent Games Learns, Boston, MIT. 2019
- *Comedy and Games*. PAX Australia, Melbourne. 2014
<https://birthmoviesdeath.com/2014/11/01/pax-australia-day-one-comedy-character-and-cosplay>
- *Creating Characters in an Interactive World*. London South Bank University. 2014
<https://writersguild.org.uk/creating-characters-for-an-interactive-world/>
- *An Introduction to Game Writing*. AIE, Canberra. 2011
- *More Than Movies*. University of East London. 2010
- *Get Smart With Your Brand*, The Children's Media Conference, Sheffield. 2009
<http://www.thechildrensmediaconference.com/blog/2010/07/02/get-smart-with-your-brand/>

- *Aristotle and Games*, Game Developer's Conference, Austin, Texas. 2009
https://www.gamasutra.com/view/news/104291/40_Speakers_Confirmed_For_Nordic_Game_2006.php
- *Writing for Games*. Nordic Game Conference, Malmo, Sweden. 2007
https://www.gamasutra.com/view/news/104291/40_Speakers_Confirmed_For_Nordic_Game_2006.php
- *Beyond Storytelling: New Media, Narrative Structure and the Role of Writers*. Journeys Across Media', University of Reading, UK. 2006

Blogs

- Rebellion: Britannia. <https://www.gmtgames.com/p-989.aspx?searchEngineName=rebellion-britannia> 2022
- *New Futures for the Past in Analog Games*. Historical Games Network. 2021
<https://www.historicalgames.net/new-futures-for-the-past-in-analog-games/>
- Rebellion: Britannia #1: The Game. Paizomen: a database of classical antiquity games. 2021
<https://paizomen.com/2021/10/08/rebellion-britannia-I-the-game-by-maurice-suckling/>

Invited Posters

- 'Dungeon on the Move: a case study of a procedurally generated dungeon crawler'. ICIDS (International Conference on Interactive Digital Storytelling). 2019

Other Appearances

- Historical Games Network, Development. January 25. 2023
- NPR, WMHT. AHA: A House for the Arts. <https://www.wmht.org/aha/> 2021
- NPR, Academic Minute. 2020
<https://academicminute.org/2020/11/maurice-suckling-reusselaer-polytechnic-institute-board-games/>
- RPI podcast. <https://rpi.box.com/s/ufazx7kubqmbkr76gq4n2lumj1272dbx> 2020
- ConSim#1 October 2020. Finalists. <http://consimgamejam.com/consim-game-jam-edition-1/2020>

TEACHING EXPERIENCE

Fall 2020-Present

Assistant Professor

Rensselaer Polytechnic Institute (RPI)

Spring 2021: *Writing for Games I*.

Fall 2020: *Research Topics in Critical Game Design: Historical Simulations; Writing for Games II*.

Fall 2017-Spring 2020

Professor of Practice

Rensselaer Polytechnic Institute (RPI)

Fall 2019: *Introduction to Game Storytelling* (2 sections); *Writing for Games II*.

Arch 2019: *Board Games as Storytelling Systems; Introduction to Historical Simulations*.

Spring 2019: *Introduction to Game Storytelling; Writing for Games II; Game Narrative Design*.

Fall 2018: *Introduction to Game Storytelling* (2 sections); *Writing for Games II*.

Arch 2018: *Board Games as Storytelling Systems*.

Spring 2018: *Introduction to Game Storytelling; Writing for Games II; Game Narrative Design*.

Fall 2017: *Introduction to Game Storytelling* (2 sections); *Writing for Games II*.

Fall 2016-Spring 2017

Lecturer

Rensselaer Polytechnic Institute (RPI)

Spring 2017: *Introduction to Game Storytelling; Writing for Games II; Game Narrative Design*.

Fall 2016: *Introduction to Game Storytelling* (2 sections); *Writing for Games II*.

Guest Lecturer Residencies

- *The Good, The Bad, and The Ugly: an introduction to game writing*. De Montford University. 2014.

WORK EXPERIENCE

Rensselaer Polytechnic Institute

Troy, NY, USA

Assistant Professor

2020-present

Department of the Communication and Media with a program affiliation with Games and Simulation Arts & Sciences (GSAS)

Rensselaer Polytechnic Institute 2017-2020

Troy, NY, USA

Professor of Practice

Department of the Communication and Media with a program affiliation with Games and Simulation Arts & Sciences (GSAS)

Rensselaer Polytechnic Institute 2016-2017

Troy, NY, USA

Lecturer

Department of the Communication and Media with a program affiliation with Games and Simulation Arts & Sciences (GSAS)

2K Australia 2013-2015

Canberra, Australia

Narrative Director

Running the narrative department for a AAA studio.

The Mustard Corporation 2005-2018

Newcastle, UK

Director

Writing, design, voice direction and production, casting, and consultancy for video game and interactive narrative projects.

Mana Sound 2008-2012

Oxford, Oxfordshire, UK

Director

Voice direction, production and casting for video games.

Freelance/Maurice Suckling Ltd. 1993-present

Oxford, Oxfordshire, UK

Director

Writing, design, voice direction and production, casting, and consultancy for video game and interactive narrative projects.

Other clients: The Millennium Dome, Shell, British Airways, Kenco, Martini, Nescafe, Britvic, the Post Office.

HONORS AND AWARDS

ConSim#2. Winner. *Peace: 1905*

2022

Games for Change Festival, Winner Most Innovative and Best Gameplay Awards, for <i>Lost Words: Beyond the Page</i>	2021
Charles S. Roberts Award for Excellence in Conflict Simulation, Winner Best American Civil War Wargame, for <i>Chancellorsville: 1863</i> .	2021
ConSim#1. Second place. <i>Boudica's Revolt</i>	2020\
Excellence in Curriculum Development. The School of Humanities, Arts, and Social Sciences, RPI.	2020
Charles S. Roberts Award for Excellence in Conflict Simulation, Nomination Best Ancients to Pre-Napoleonic Era Board Wargame for <i>Freeman's Farm: 1777</i> .	2020
Faculty Achievement Award, Rensselaer Polytechnic Institute.	2019
ProtoStar Game Pitch Competition, Winner.	2019
Faculty Achievement Award, Rensselaer Polytechnic Institute.	2018
REVEAL Game Pitch Competition, Winner.	2018
Faculty Achievement Award, Rensselaer Polytechnic Institute.	2017
Kotaku Australian Game of the Year, Readers' Choice. <i>Borderlands: The Pre-Sequel</i> .	2014
BAFTA video game nomination (with Berbank Green). <i>Teach Your Monster to Read</i> .	2013
Northern Promise Award, New Writing North.	2005
BAFTA for Moving Images category. <i>Driver</i> .	1999

AFFILIATIONS AND ACADEMIC SERVICE

Faculty Senate, RPI (elected)	2022
Program Committee (invited) <i>Interactive Conference on Interactive Digital Storytelling , Tallin</i>	2021
Program Committee (invited) <i>Institute of Electrical and Electronics Engineers Conference on Games ,Copenhagen., 2020</i>	
Mentor (invited) <i>The Zenobia Award</i>	2020-present
Program Committee (invited) <i>Interactive Conference on Interactive Digital Storytelling (Dublin, 2018)</i>	2017-2018
Voting Member (invited) <i>Games and Movie Awards, British Academy of Film and Televisual Arts (BAFTA)</i>	2007-present
Member <i>Battlefields Trust (UK)</i>	2012-present

Member
Independent Game Developers Association (IGDA)

2007-present

WORKSHOPS

Guest
Wonderlab, London 2010

Guest
BBC Jam workshop series for interactive narratives, Glasgow, London 2009

TECHNICAL SKILLS

Final Draft

Twine

Articy Draft