# Maurice Suckling

**Assistant Professor, Games and Simulation Arts and Sciences at Rensselaer Polytechnic Institute**

Troy, NY, US

Writer and historian specializing in narrative for video games and board game design.

## Biography

Maurice Suckling has worked in the games industry for over 20 years, with over 50 published video game titles to his name. He?s worked as a producer, designer, voice director, motion capture director, animation director, and, most often, as a writer. In addition to Suckling?s work in games, he has also worked in TV and movies, and has published a collection of short stories and a novel. His research interests include storytelling in games, board and card games as narrative systems, and historical simulations. Suckling?s first game was "Driver" in 1999. Since then, he?s worked on ?Fortnite,? ?Killing Floor 2,? ?Borderlands: The Pre-Sequel,? ?Mafia III,? ?Civilization VI,? and the ?Wii Fit? series. Between 2013 and 2015, he served as narrative director for 2K Australia. The second edition of his co-authored "Video Game Writing: From Macro To Micro" was published by Mercury Learning in 2017. Suckling?s first board game, ?Freeman's Farm: 1777,? was published by Worthington Publishing in 2019. Since then, he has published three more board games, all through Worthington. Suckling is currently working on several history-themed board games for several different publishers.

## Areas of Expertise

Game Design, Narrative and Dialogue in Video Games, Board Games, Game Design & Development, Videogame Design, History of Games, Storytelling

## Education

**Newcastle University, England**
Ph.D Creative Writing

**Birmingham University, England**
Masters Global History

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