

WGA VIDEOGAME WRITING AWARD

JEFFREY YOHALEM

A 2011 WGA Videogame Writing Award recipient



Nielsen Bernard/Getty Images-Wire Image



Michael Jones

AMY HENNIG

2012 WGA Videogame Writing Award winner

Each year, Writers Guild of America, West (WGAW) and Writers Guild of America, East (WGAE) present a Videogame Writing Award at their simultaneous awards ceremonies in Los Angeles and New York.

The WGA Videogame Writing Award was established by the Guilds' Videogame Writers Caucus to encourage storytelling excellence in videogames, improve the status of videogame writers, and promote uniform standards within the videogame industry. It recognizes the creative contributions videogame writers have made to a host of globally popular videogame titles and to the burgeoning videogame industry as a whole.

Previous WGA Videogame Writing Award winners include *Dead Head Fred* (written by Dave Ellis and Adam Cogan) in 2008; *Star Wars: The Force Unleashed* (written by Haden Blackman, Shawn Pitman, John Stafford and Cameron Suey) in 2009; *Uncharted 2: Among Thieves* (written by Amy Hennig) in 2010; and *Assassin's Creed: Brotherhood* (Story by Patrice Desilets, Jeffrey Yohalem, Corey May; Lead Script Writer: Jeffrey Yohalem; Script Writers: Ethan Petty, Nicholas Grimwood, Matt Turner); in 2011; *Uncharted 3: Drake's Deception* (written by Amy Hennig) in 2012.

QUESTIONS?

CONTACT

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LEVEL

WRITERS GUILD OF AMERICA, WEST

VIDEOGAMES GUIDE

WHO WE ARE

WRITERS GUILD OF AMERICA, WEST

The Writers Guild of America, West is a labor union representing writers in videogames, motion pictures, television, cable, new media, nonfiction, animation, and broadcast news. The WGAW negotiates and administers contracts that protect the creative and economic rights of its members; conducts programs, seminars, and events on issues of interest to writers; and advocates on behalf of writers before governmental and regulatory bodies.

VIDEOGAME WRITERS CAUCUS

The mission of the Videogame Writers Caucus (VWC) is to promote the professional and artistic interests of interactive writers in the multibillion dollar videogame industry. The VWC seeks to raise the writers' status and influence within this industry, build a community of professional videogame writers within the WGAW, and expand the coverage of videogame writing under WGA contracts.

PRIMARY GOALS:

- 👉 Educate writers about the videogame industry and educate the videogame industry about professional writers via meetings, panels, and conferences.
- 👉 Encourage the public crediting of videogame writers by promoting the Videogame Writing Award.
- 👉 Work with other Guilds, studios, networks, companies, and organizations to promote the general welfare of the writer in the videogame industry.
- 👉 Expand WGA coverage to writers working in the videogame industry.

WRITERS

JOIN THE VIDEOGAME WRITERS CAUCUS

BENEFITS OF CAUCUS MEMBERSHIP:

VWC members receive WGAW mailings and communications, are eligible to serve on WGAW committees, use the WGAW Script Registration Service at a reduced rate and have the right to join the WGAW Film Society. VWC members may also become members of the Inter-Guild Federal Credit Union (subject to their discretion) and may be eligible for participation in the self-pay health insurance administered through The Entertainment Industry Group Insurance Trust (TEIGIT).

ELIGIBILITY REQUIREMENTS:

Applicants for membership in the Caucus must meet at least one of the following criteria:

- 👉 Received a writing credit on at least one produced videogame.
- 👉 Was employed to write a design document or any other written videogame material, which in the judgment of the Videogame Writers Caucus Steering Committee is equivalent to writing a 30-minute television script.
- 👉 Was employed to write videogame material under a WGA contract.

COVER YOUR WORK

INTERACTIVE PROGRAM CONTRACT:

The WGAW offers a simple, one-page Interactive Program Contract (IPC) that covers writing for videogames. This contract ensures that writers receive employer-paid contributions to the Producer-Writers Guild of America Pension Plan and the Writers Guild-Industry Health Fund, the industrywide pension and health funds in which television and screenwriters participate.

GAME COMPANIES

SIGNING A GUILD AGREEMENT

SIMPLE CONTRACT:

The Interactive Program Contract (IPC) is a simplified collective bargaining agreement that allows a company to negotiate the terms of employment for writers on a project-by-project basis. The IPC is extremely flexible. Other than the negotiated writer compensation, the only mandatory employment terms are Pension & Health Fund contributions, Guild Shop (requiring WGA membership), and dispute resolution through binding arbitration.

WHY SIGN?

WGA writers are recognized as highly skilled professionals at the top of the entertainment industry. By using the IPC, your company will be able to hire WGA writers and take advantage of this extraordinary labor pool. The ability to compete for the best talent will help your company achieve its goal of creating the best content possible.

HOW DOES SIGNING BENEFIT MY COMPANY?

By signing the IPC, your company will be entitled to participate in WGA Pension & Health Fund. These Funds, which are among the best in the industry, allow writers to qualify for portable medical and retirement benefits that follow them from job to job. The ability to offer such a benefit gives your company a significant competitive advantage in attracting top talent.

2011 LETTER OF ADHERENCE
WGA INTERACTIVE PROGRAM CONTRACT
SINGLE PROJECT ONLY

Company: _____ Phone: _____
Street Address: _____ Email: _____
City: _____ State: _____ Zip Code: _____ Fax: _____

TYPE OF BUSINESS ORGANIZATION STRUCTURE: Please check all that apply
 Corporation Nonprofit Joint Venture Partnership Sole Owner 10% or More Owner Other

State: _____ Tax ID: _____ Company Contact Person: _____

BUSINESS PRINCIPALS, OWNERS, AND/OR OFFICERS:
Name/Title: _____ Name/Title: _____
Name/Title: _____ Name/Title: _____
Name/Title: _____ Name/Title: _____

Describe the project/writing