

THE STORY ROOM EXPERIENCE

A Live, High-Pressure Storytelling Game

What Is It?

The **Story Room Experience (SRE)** is a live, in-person game and workshop that simulates the reality of professional story rooms in film and television.

Participants work in small teams to **create and pitch an original movie idea under strict time pressure**, while dealing with interruptions, conflicting feedback, and shifting creative expectations from a powerful authority figure: **the Studio Boss**.

There is one winner. Everyone learns something.

Why It Exists

Professional creative environments are:

- Subjective
- High-pressure
- Collaborative
- Politically complex

The Story Room Experience doesn't teach these realities theoretically — it lets participants **experience them firsthand**, then unpacks the lessons through guided reflection.

Nothing is empirical. Everything is subjective.

Who It's For

SRE is ideal for:

- Film & TV students
- Writers and creatives
- Drama and media classes
- Corporate teams (communication & collaboration)
- Festivals, workshops, and training programs

The experience can be adapted for:

- Schools (co-operative mode)
 - Corporate environments
 - Advanced creative professionals
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How It Works (At a Glance)

- 6–20 participants
- Teams of 3–4
- Assigned creative roles (Executive Producer, Director, Screenwriter)
- Randomised prompt cards (genre, character, location, event, item)
- Timed brainstorming and pitching rounds
- Studio Boss interference (intentional and strategic)
- Final pitch and winner selection
- Facilitated debrief and discussion

Total runtime: **approximately 3 hours**

What Makes It Different

- ✓ A clear winner — not everyone “passes”
- ✓ Authentic simulation of real industry dynamics
- ✓ Designed and led by professional writers
- ✓ Embraces confusion instead of smoothing it out
- ✓ Learning lands in the debrief, not the lecture

This is not improv. This is not a seminar.

It’s an experience.

Learning Outcomes

Participants leave with:

- Greater creative confidence
 - Improved collaboration under pressure
 - Practical insight into handling feedback
 - First-hand understanding of subjectivity in storytelling
 - Shared language around creative decision-making
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Format & Delivery

- Delivered in person
- One lead facilitator (Studio Boss)
- Minimal tech requirements
- Flexible group size and tone
- All materials provided

The Studio Boss persona can be tailored to the audience:

- Chaotic Neutral (default)
 - Tyrannical Mogul
 - Supportive but Unhinged Exec
 - Cooperative Mode (schools / sensitive groups)
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About the Creator

The Story Room Experience was created by **Trevor J Colgan**, an award-winning, professional screenwriter, producer and novelist with real-world experience in story rooms, pitching, and creative development.

The game is built from lived industry truths — the good, the bad, and the contradictory.

In One Sentence

The Story Room Experience is a live creative game that teaches collaboration, confidence, and judgment by throwing participants into the beautiful chaos of professional storytelling.

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