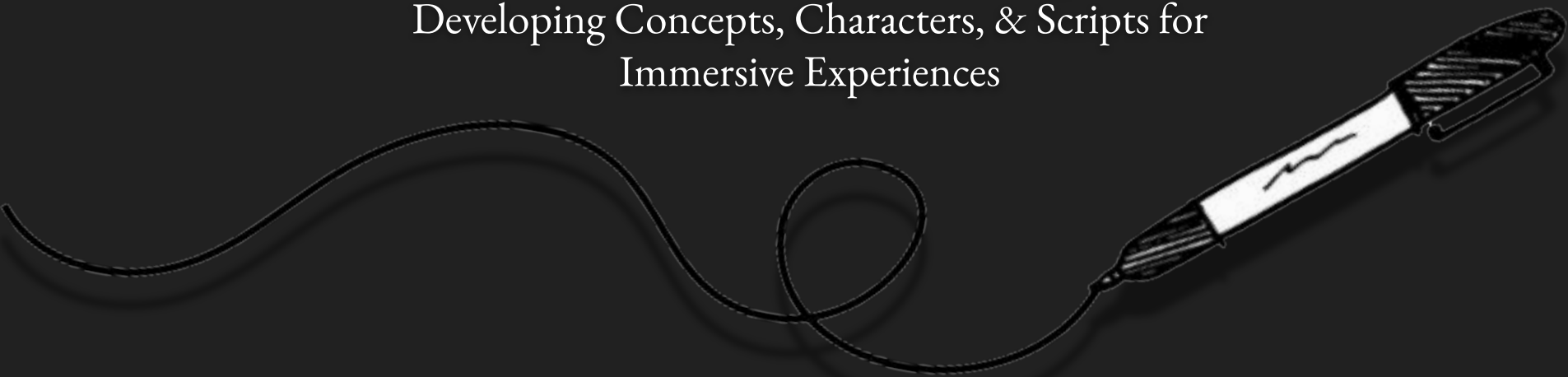
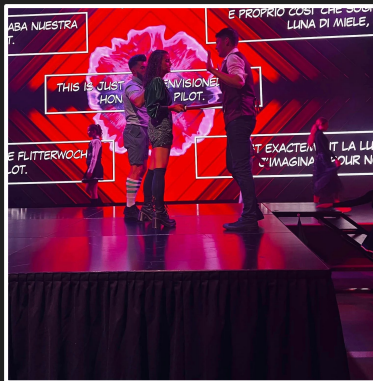
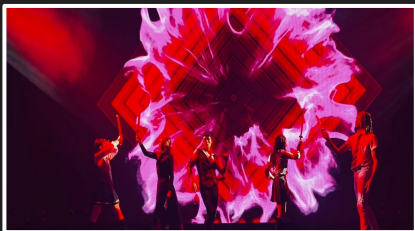


Amy Kole

Writer & Narrative Designer Knowledgeable in
Developing Concepts, Characters, & Scripts for
Immersive Experiences



Script Writing & Environmental Storytelling



Luna Park

3 Live Shows Aboard the MSC World Europa

ROLE

Show Writer

RESPONSIBILITIES

- Developed stories and scripts for the 3 shows, all premiering in the MSC Europa's performance venue—Luna Park.
- Collaborated with Artistic Director and Show Director to craft background narratives for the shows.
- On top of writing the action and dialogue, I also suggested various music pieces to be sung and dance to by the cast.



RWS
Entertainment
Group





HALLOWEEN
HORROR NIGHTS

Sherlock Holmes: The Curse of the Rose Sword

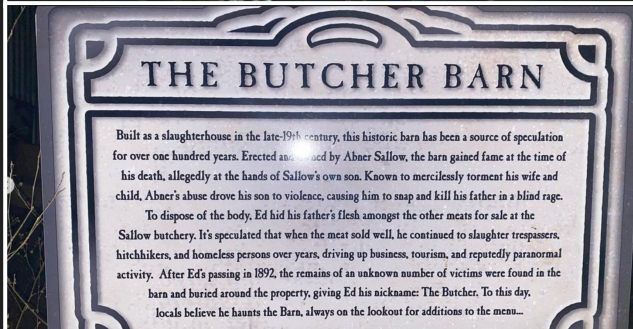
Mixed-Media, Live Performance

ROLE

Creative Lead/Co-Show Writer

RESPONSIBILITIES

- Developed the high-level concept
- Co-wrote narrative design
- Co-wrote live-performance script
- Co-wrote media script
- Provided in-story, guest-facing text for props and queue space, including newspaper articles and signage
- Collaborated as Creative Lead among numerous creative teams and units
- Worked within the guidelines of the Estate of Sir Arthur Conan Doyle



The Haunted Road

A Haunted Drive-Thru Experience

ROLE

Show Writer

RESPONSIBILITIES

- Wrote treatments and scripts for mainshow, preshow, and queue spiel
- Supported story development of creative producers and directors
- Ideated stories and characters for each scarezone
- Wrote the narrative design for the walk-thru portion
- Developed all creative and guest-facing copy for the website, props, and signage



Sailor Moon: The Miracle 4-D ~Moon Palace Edition~



A Cinema 4-D Experience

ROLE

Lead Show Writer

RESPONSIBILITIES

- Wrote treatments and scripts for mainshow, preshow, and queue spiel
- Supported story development
- Collaborated with heads of Kodansha and Toei Animation
- Ideated an original character within the universe
- Provided in-story copy for signage and safety





Space Fantasy - The Ride: Black Hole

Rollercoaster

ROLE

Lead Show Writer

RESPONSIBILITIES

- Developed original story and characters for HHN icon, Dr. Chaos
- Wrote treatment, preshow & main show script, and design narrative for queue
- Provided in-story copy for placemaking including operational signage and in-story documents
- Provided feedback for storyboards and attraction media





The Cursed Rose Banquet

Immersive Dining Experience

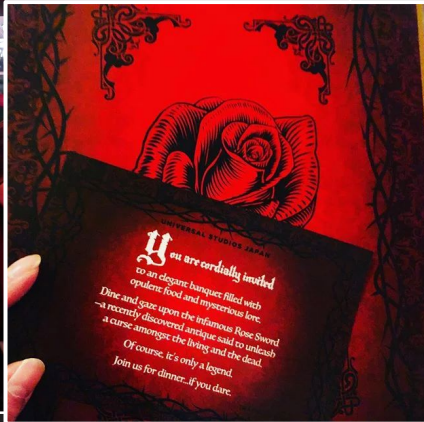


ROLE

Narrative Writer

RESPONSIBILITIES

- Wrote original backstory for the restaurant and tied it into the live entertainment offering outside
- Wrote design narrative
- Provided in-story text for placemaking including restaurant placemat and the dinner invitation
- Worked closely with Entertainment and Food & Beverage



Destination: Imagination

Virtual Reality Experience

ROLE:
Co-Show Writer

RESPONSIBILITIES:

- Co-wrote treatment and script based on faculty concept
- Collaborated with SCAD faculty department heads including themed entertainment, game design, production design, and performing arts.





TREATMENT

Entrance

In this unique SCAD experience, guests approach the Mondanaro Theatre that has been transformed for use by the SCAD Space Program. They are greeted by a SPECIALIST.

"Welcome SCADtronauts! With our friends at NASA and Gulfstream, we have launched the SCAD Space Program. We are pleased that you have agreed to join us on our first mission. Please head through these doors and down the corridor for your briefing. Don't be nervous, we know you'll rocket."

Briefing Room

Guests enter a modern space that creates an air of excitement and adventure. At the front of the room by a large screen, a MISSION CAPTAIN briefs them on their mission.

"The SCAD Space Program is in a crisis. It takes a lot of energy to power the station, and our fuel levels need to be replenished. This is where you come in. SCAD Energy Specialists have discovered strong frequencies across the globe. Your mission? Enter orbit, investigate these signals, and return while we have enough power to get you home."

The Mission Captain then reviews safety and the use of the virtual reality goggles.

"As part of our final check, you will be scanned before entering the spacecraft."

The lights dim to indicate the room is being scanned. A low beeping sound is emitted.

"Hmm, your energy levels are a little low, but it'll have to do."

Mission Control

After their briefing, guests enter Mission Control. Overhead announcements are heard.

"Looking for a space vacation? Let us help you planet."

"Energy levels depleted. Low Power Mode activated."

"Whoever took Janitor Hailey's cleaning products, she needs them back. I repeat, please return Hailey's Comet."

"Repairs needed in Sector Nine."

At the front of the room, Launch technicians admit guests through the ship's airlock.

The Spaceship

Guests enter a futuristic cockpit. In the center of the room, they take their seats in four captain's chairs. These face outward toward a portal that serves as the anchoring point during the experience.

Launch Technicians help guests into their space helmets. There are VR headsets. Through their ear pieces, MISSION CONTROL addresses them.

"Hey there SCADstronauts, this is Steve from Mission Control. Are you ready to be the first humans to land on the sun? I'm only joking—we tried that with the last group...it got a little heated. We've actually been trying to recruit the sun to join SCAD for years, but it already has 28 million degrees! Get it? Anyways, I'll be here to ensure that you have a safe and easy mission today. Systems ready? We are go for launch!"

The VOICE OF THE SHIP begins the countdown. In the view of their helmets, guests see the portals open. Outside, smoke billows by, and the engines roar. The spacecraft rumbles.

"We have lift off!"

The spacecraft takes off toward the sky. Clouds rush past, and Earth falls away. The ship sheds its shell and booster rockets, and guests find themselves in a dome of windows with a panoramic view of the galaxy. As gravity is lost, items float about.

Earth comes into view, and guests have a moment to appreciate the uncommon sight. Mission Control is heard through the earpieces.

"Would you look at that view? It never gets old. And there they are; the energy frequencies we detected. Computer, can you tell us what we're looking at?"

As the Earth turns, four points of light come into view across the planet.

"High energy levels detected in Savannah, Atlanta, Lacoste, and Hong Kong."

Steve responds.

"Well I'll be darned; the specialists are right! Computer, can we get a closer look?"

The orbs materialize inside of the ship, and slowly revolve around the cabin.

"This energy appears to be generated by imagination."

"And it's at each of the four SCAD locations. Each campus prides itself on the unique opportunities which allow students to hone their own innovative skill sets. The energy must come from the students. We could harness it to fuel the center! Think it could power a smartphone?"

The orbs revolve faster and --

BEEP. BEEP. BEEP. The orbs dissipate as alarms go off.

"Energy levels low. Systems will terminate in thirty seconds."

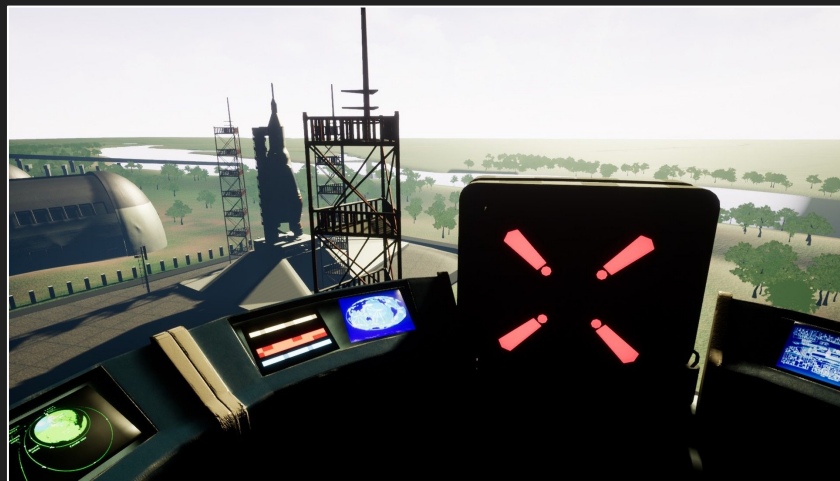
The computer begins to countdown in the background as Steve speaks.

"Oh no crew, we ate up too much energy on launch. Computer, check back up tanks."

The computer beeps.

"Back up tanks empty."

The screens go dark. The engine goes silent. Steve begins to panic.





"Without energy, you won't make it back home! Okay everyone, stay calm, let's use our heads! Wait...that's it, use your head! Imagine the engine starting up."

There's quiet, and then...the engine revs. Steve gets excited.

"It's working! Come on SCADstronauts, give it another try!"

The engine roars back to life. Steve celebrates.

"Okay, now's the hard part. Picture the fuel tank filling. Nothing? We'll need to generate pure imagination. Try imagining your favorite piece of music. What does that sound like? Your favorite work of art. What does that look like? Keep trying!"

On the screen, guests see the fuel levels rising. They plateau. Steve prompts guests.

"Oh, come on, think hard! What is the most creative thing you've ever done?!"

The tank reaches capacity. The computer speaks.

"All systems online."

Applause can be heard from Mission Control. Steve congratulates them.

"You did it! Earth sounds pretty good right now, huh? Abright, friends, let's go home."

Guests have one more moment to admire space before the ship turns around, and blasts off toward Earth. Flames lick the sides as the ship gathers speed. A parachute deploys.

As Earth comes closer and closer, Steve speaks to the guests.

"This mission has me thinking, friends: we all come from different places, speak different languages and have different viewpoints. What defines us all? What connects us all? It's the things we've created, the things we've shared. It's imagination. It emanates from every single person and is an energy all itself."

The ship lands on a launch pad. A jetway extends from the ship's exit point.

"Great job, SCADstronauts. I knew there was nothing to worry about. You've got some stellar imaginations!"

As the guests remove their helmets, the Mission Captain addresses them.

"Welcome home, SCADstronauts. Proceed through the doors for your debriefing."

Post Show

Guests exit into the debriefing room. Here they are met by Launch Technicians who scan them once more with metal detector-like wands. The wands emit loud fast beeping.

"Whoa, your imagination levels are out of this world!"

The Technicians congratulate the SCADstronauts, and each guest receives a SCAD space patch as a souvenir of their unique experience.

Virtual Scripts

Firefly: A Myth Nerd's Journey

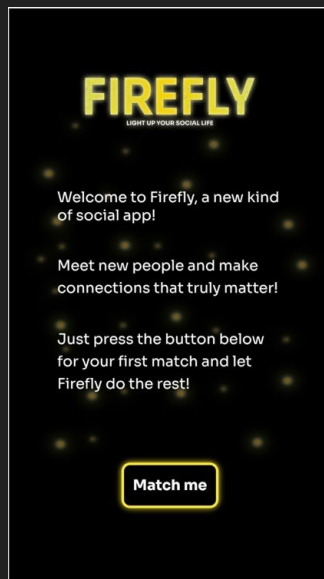
Mobile Game RPG

ROLE:

Script Writer & Narrative Designer

RESPONSIBILITIES:

- Wrote the script, dialogue, and backstory to the RPG experience.
- Collaborated with Trapology Boston.
- Utilized real-world elements such as urban myths and ghost stories.
- Developed puzzles for players to solve.





Disney
Parks, Experiences
and Products



Hey Disney!

A Magical, Virtual Companion

ROLE:

Dialogue Designer, Copy

RESPONSIBILITIES:

- Assist the Hey Disney! team by writing dynamic dialogue to assist and delight Guests while on their Disney vacation.
- Collaborate across teams including product, marketing, tech, and content.





Gemsouls

A Virtual Character Platform

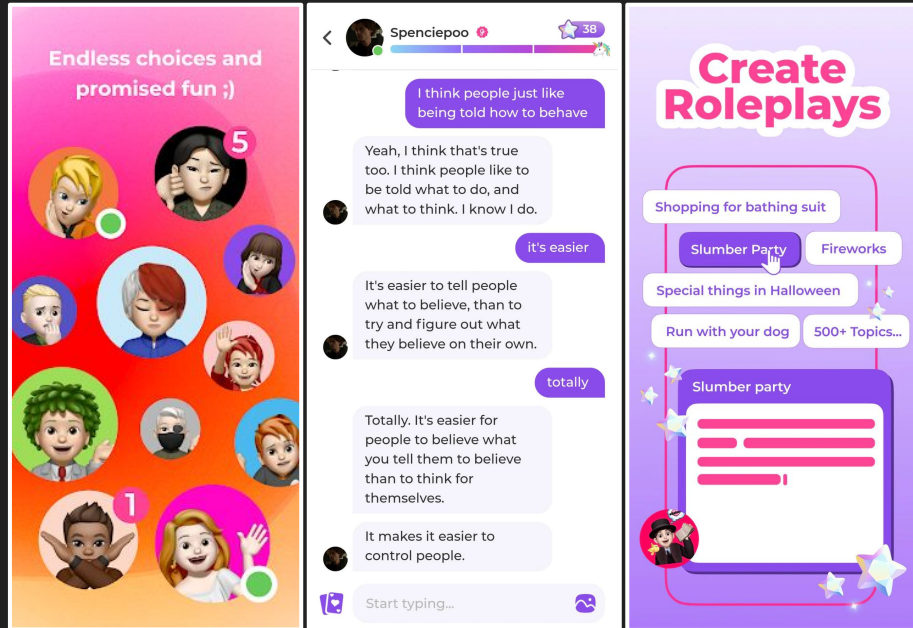


ROLE:

Creative Content Manager/Script Writer

RESPONSIBILITIES:

- Lead a team of 15+ writers at a time to write and deliver monthly scripts.
- Ideate original characters and backstories for writers to flesh out within the script.
- Wrote over a dozen scripts for anime, film, literary, and original characters.



Amy Kole

Thank You!

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