

Gaining Advantage 015: Reclaiming Dungeons

March 11, 2022



Let's talk about diversity in games and how often that's not what it could be and how to change that. Collette Quach (they/she) is an award winning writer and game designer based in California. Her focus is writing and designing within speculative fiction. She has a passion for mythology and folklore through nontraditional forms of storytelling. Her work can be found in *Uncaged Anthology*, *Book of Seasons: Solstices*, *Eyes Unclouded* and the *Unbreakable Anthology*. They also were the producer for *Creepy Monster Compendium*, a book of horror creatures for 5th edition. Currently they are a MFA student in Interactive Media and Game Design at USC where they are focusing on narrative and the blend between physical and digital spaces.

- 0:00 Introduction
- 01:23 Interview: Collette Quach
- 26:36 Wrap-up

Manually captioned. Transcript available at our website.

Collette Quach Links

- Website: <https://collettequach.wixsite.com/home>
- [Creepy Monster Compendium:](https://www.dmsguild.com/product/375813/Creepy-Monster-Compendium&affiliate_id=1283059)
https://www.dmsguild.com/product/375813/Creepy-Monster-Compendium&affiliate_id=1283059
- [Link to DMs Guild Work:](https://www.dmsguild.com/browse.php?author=Collette%20Quach)
<https://www.dmsguild.com/browse.php?author=Collette%20Quach>

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