

David Freeman

(310) 394-0361

[freeman@dfreeman.com](mailto:freeman@dfreeman.com)  
[www.beyondstructure.com](http://www.beyondstructure.com)



Executive Vice President – 20<sup>th</sup> Century Fox Television / Star TV

---



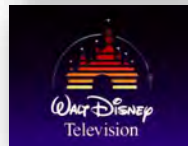
Previously:

Film

---

David has written scripts and treatments which have been purchased or optioned by:

- Sony Pictures
- Columbia Pictures
- Paramount Pictures
- MGM
- Castle Rock Entertainment
- Walt Disney Television
- Atlas Entertainment
- Hearst Entertainment
- – and others. Please inquire for details.
- One project David developed from scratch as a producer, “DoubleTime,” was eventually released as “Frequency” by New Line.



## “The Art of War”

---

“The Art of War” is a Chinese epic, currently in development. Based on a story by David, Oliver Stone is attached as Executive Producer. David will be the writer. The photo below was taken in Shenzhen, where David addressed hundreds of people in the Chinese government and financial industries about the film.



You can see that 10-minute speech here: <https://vimeo.com/95380377> The video quality (shot off a computer) is poor but the audio is clear.

## Television

---

David has worked as a television consultant for Sony Entertainment Television as well as Zee TV in India. His role was to help create the storylines and characters of new dramatic television series, and to find ways to improve the ratings of existing series.





The Guangdong Southern Lead TV & Film  
Communication Company  
<http://www.southfilm.tv>

### **“Gold Mountain”**



David wrote the pilot for “Gold Mountain” (the original term the Chinese used to describe America) about the Chinese immigrant experience in America, beginning with Chinese miners of the California Gold Rush in the 1860s.

In addition to speaking at film festivals and television festivals around the world, I’ve been brought in to teach the senior executives, development executives, and programming executives at major film and television entities around the world. Some of my past engagements include:

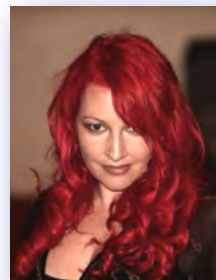
- Pixar
- Disney (Burbank)
- Disney (London)
- The NRK (the national television network of Norway)
- Aardman Animation
- 20<sup>th</sup> Century Fox Television
- Studio 100 (Belgium’s largest producer of family entertainment)
- Sony Entertainment Television
- The Tianjin Film Studio

## “Beyond Structure”

David teaches "Beyond Structure," one of the two premier script development and screenwriting classes in the world ([www.beyondstructure.com](http://www.beyondstructure.com)).

He often crisscross the U.S., Europe, and Asia, speaking and teaching.

Teaching  
“*Beyond Structure*”  
at Universal Pictures

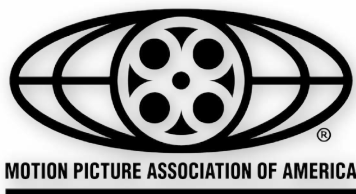


"Beyond Structure is without question the most valuable class I've ever taken. Over the years, I've recommended it to aspiring screenwriters and pros alike - I can't think of anyone who wouldn't stand to benefit from learning the techniques that David teaches."

— **Jane Goldman**, screenwriter of “Kingsmen: The Secret Service,” “X-Men: First Class,” “Kick-Ass,” “Stardust,” “The Debt,” and “The Woman in Black.”

David's past students include the writers, directors, producers, and/or key executives behind:

Lord of the Rings ♦ Twilight ♦ Austin Powers ♦ Parenthood ♦ The Simpsons  
12 Monkeys ♦ Good Will Hunting ♦ Runaway Bride ♦ Pulp Fiction ♦ Stardust  
The Wedding Singer ♦ The Fugitive ♦ Minority Report ♦ E.R. ♦ The X-Files  
Law & Order ♦ Buffy the Vampire Slayer ♦ Rush Hour 1 & 2 ♦ American History X  
Pleasantville ♦ Roswell ♦ Kick-Ass ♦ Thirteen Days ♦ Total Recall  
Star Trek: Voyager / Deep Space Nine ♦ Legally Blonde ♦ Angels in the Outfield  
Miss You Already ♦ Harry and the Hendersons ♦ Saturday Night Live  
Sling Blade ♦ Frequency ♦ Private Parts ♦ King of the Hill ♦ Married With Children  
and many other films and TV shows.



The Motion Picture Association of America is the organization that represents the six Hollywood studios and all the films they make.

David is their official screenwriting and script development teacher in Asia for all the conferences they hold there, including Beijing, Guangzhou, Busan, and elsewhere.

“At our China and Korean film workshops, when it comes to teaching characterization, dialogue, and all the other elements of screenwriting and script development, David has been a strong asset. His ability to deconstruct the techniques behind great writing and communicate them in a clear, warm, and entertaining manner makes him an ideal representative of the image the MPA wants to project in these markets.”

— **William Feng**, Chief Representative of the MPA in China

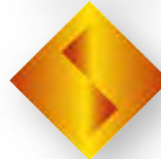
# Videogames

David has worked on many videogames, sometimes as a narrative designer, sometimes as a writer, sometimes as a contributor. He has worked for **Activision, Ubisoft, Electronic Arts, Sony, Microsoft, 2K Games, Disney Interactive, Konami, Eidos, 3D Realms, Atari**, and others. Games he has contributed to include:

- “Tomb Raider: Underworld” (Eidos)
- “Crysis 2” (Electronic Arts)
- “Prey” (2K Games)
- “Need For Speed: Carbon” (Electronic Arts)
- “Divinity: Original Sin” (Larian Studios)
- “Dying Light” (Warner Brothers; developer is Techland, Poland’s largest game company)
- “Terminator: Redemption” (Atari)
- Marc Ecko’s ‘Getting Up’” (Atari)
- “Enter the Matrix” (Atari)
- A dozen or so others



SONY



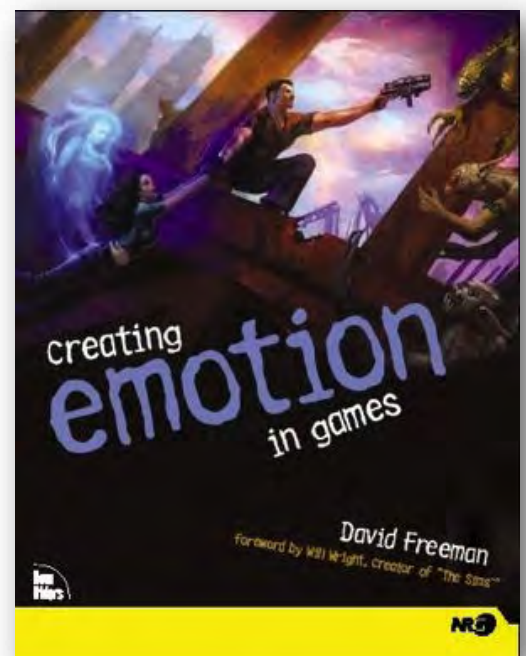
COMPUTER ENTERTAINMENT

## “Creating Emotion in Games”

David wrote a 500-page book, “Creating Emotion in Games,” which offers over 300 specific techniques for evoking, in gamers, a breadth and depth of emotional experiences.

The foreword is by Will Wright, creator of “The Sims.”

“Creating Emotion in Games” is used as a textbook in many game curricula, including at Carnegie Mellon University.





“David Freeman offers game developers great insights into specific techniques they can use, not just for creating meaningful characters and immersive story-lines, but for making better games by actually weaving powerful emotional experiences right into gameplay itself.”

— **Mike Morhaime**, President and co-founder of Blizzard Entertainment, makers of “World of Warcraft”

Both Mike Morhaime, as well as **Chris Metzen**, Sr. Vice President, Story and Franchise Development, Bizzard Entertainment, were student’s of David’s “Beyond Structure” class.

## Teaching Narrative Design and Game Writing

David has been brought in to teach game narrative design and writing at:

- Numerous GDCs in San Francisco
- Electronic Arts – Los Angeles
- Electronic Arts – Tiburon
- Electronic Arts – Vancouver
- Ubisoft – Paris
- Ubisoft – Montreal
- Sony Computer Entertainment – San Diego
- Microsoft Game Studios – Redmond
- Disney Interactive Studios – Burbank
- And many game conferences around the world

