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| **Weekly Schedule for Tue Nov 3 through Monday Nov 9** |
| **What do I do?** | **What are the specific instructions? Where do I find the work or the Assignment?** | **When is it due?** |
| WATCH & READ | Watch the weekly mini-lecture video.Read the Weekly Schedule for the week. | *Tues 11/3* |
| WRITE | **PLAY:** Choose one of the games on [choiceofgames.com](https://www.choiceofgames.com/) and play through the first chapter (it stops being free after that!). **POST on Padlet:** Write a short post to tell us about your experience playing your Choice Of game. What did you notice? What was hard about it? What was fun? What do you think about this genre? Comment on each other’s games (and for once, a “that’s cool!” will be okay).<https://padlet.com/dblain1/i0u33t1nexh4ve56> | **Fri 11/6****(Padlet)** |
| WRITE | **REVIEW:** The [Aristotelian model](https://openlab.citytech.cuny.edu/blaineng1101fylcfa2020/files/2020/08/Aristotelian-Structure-for-Game.jpg) of story structure (it’s in the Resources area) and [“What Makes a Hero?”](https://www.ted.com/talks/matthew_winkler_what_makes_a_hero?language=en) (a short animated video about The Hero’s Journey)**DO:** Now you get the chance to create your own character *for the game story you’re going to write for this unit* and put them in a story that changes them. You’ll be creating a character and a story using the exercise [on p.127-28 of *Slay the Dragon*](https://openlab.citytech.cuny.edu/blaineng1101fylcfa2020/files/2020/08/Slay-the-Dragon-Exercise-3.pdf)The link is to the pages in the book, but ONLY DO EXERCISE #2. Here a couple of notes to help you:* ***Ordinary Profession*** means ordinary. Seriously. Stories are always more interesting if they’re about regular people suddenly having to deal with extraordinary circumstances. If not a profession, then an ordinary life. Really. No sorcerer’s apprentices or time traveling Daleks, got it?
* ***Character Archetypes*** means the characters that have evolved over the centuries and that we recognize almost without anyone explaining them to us. For instance, a *mentor* archetype is a teacher but has come to mean somebody like Gandalf – a wizard with a tall hat and a long beard and a scary staff. But there are all kinds of teachers. Yoda’s a teacher, and he doesn’t have any of that. Well, the staff maybe, but it’s hardly scary. Google “Character Archetypes” and you’ll find a lot of list of archetypes! Look through them and pick the ten that jump out at you.
* ***Extraordinary Situations.*** That’s pretty clear. Not normal. Crazy. Not something that can ever happen irl. The aliens land. A time portal opens. A Krait dragon tears up your neighborhood.

**WRITE:** So now you’ve got a bunch of stickies or cards or bullet points, right? (Ordinary person, archetypes, extraordinary situation.) Shuffle them around, think about the issue you want to address in the story… and tell us the story in a paragraph or two. Let us see who the main character is by setting up their ordinary world (who they are, details of things you see, hear, smell, touch, taste) and then get Aristotelian with it: now that you have the ordinary world, what’s the inciting incident (that thing that changes your character’s life forever and presents a problem they have to solve), is there a Hero’s Journey call to adventure (and does the main character ignore the call before deciding to go on the journey), obstacles, climax and resolution. At the end, tell us how the whole thing has made that character change – what they’ve learned about themselves, what they might do differently with their lives now, etc. ***And remember:*** this is the basis for your interactive fiction story, so have fun but think through it.**POST on OpenLab: Title it “Dragon – *your name*” Category Unit 3. Tag “Dragon”** | **Fri 11/6(OpenLab)** |
| WRITE | **WRITE:** Take that story you just wrote and prepare a “pitch document” that tells us about the game you’re going to write. The pitch doc should tell us: * A reminder of your issue (what you got from Unit 2 that you want to show people by having them play your game).
* A 1-2 sentence statement of what you want to teach your audience (the most important thing you learned in Unit 2)
* The audience you are trying to reach (teens? Specific adults?)
* An Aristotelian summary of your game story (which you just wrote in the *Dragon* homework): ordinary world (including who the main character is), inciting incident, and on through to the end. If you want to do a Hero’s Journey structure, be sure to include the ordinary world, what the call to adventure is, if the character refuses it, what mentor shows up, and why they decide to go on the journey, then quickly through obstacles, climax and resolution. This doesn’t need to be more than 250-300 words, but it should take us through the whole game.
* Anything you might be worried about. What are your concerns about finishing this project?
* Feel free to add any images you think might give us a good feel for the world you’re creating in your head.

**POST to OpenLab: Title it “Pitch – *your name”* Category is Unit 3. Tag is “Pitch.”** | **Mon 11/9****(OpenLab)** |