Creating the Dialogue 1

Previous compulsory steps / Prior students' knowledge	Creating the story, Creating the characters / Ancient Greece - Knowledge about The Battle of Thermopylae
Learning objectives	Learning how to create dialogue in a video game
Subjects	History, writing
Recommended Age (10 – 14) or (15 - 18)	10 - 14
Material needed	Dialogue scenes from video games Flipcharts sheets, markers, pen to write the dialogues or access to PC/Laptops
Sequence duration	100 minutes
Individual or group activity	Group activity
Expected production	Creation of dialogues
Skills developed (after learning objectives)	Digital literacy, creativity, collaboration & teamwork
Extension / differentiation activities (at the end of the sequence)	Creating the graphic design, creating the animation; creating the sound; creating the video game

Step by step: how to implement the sequence

Dialogue is an important part of a video game. It brings the characters to life and makes the player interact with the game settings. We will exemplify this for the field of history – creating a video game focused on The Battle of Thermopylae.

- **Step 1 – Introduction in video game dialogue (15 minutes)**

Initiate a class discussion about video games and dialogue. You may use the following questions with the students:

- What does dialogue in a video game mean?
- What do you think is the best video game dialogue you played so far?
- What do you think are the most important elements in a video game dialogue?
- How do you think the dialogue is created in a video game?

- **Step 2 – Exemplification of video game dialogues (30 minutes)**

After the initial discussion students can exercise at video game dialogue. Here you can find different scripts from video games: https://game-scripts.fandom.com/wiki/Category:Full_Scripts

You may either select in advance different parts of chosen dialogues or students can choose by themselves the dialogues they want to represent. Form small groups and give each group 10 minutes to get familiar with the dialogue and characters. Then ask each group to allocate the characters in their own group and present the selected dialogue in plenary. After each group has performed their dialogues conduct a small

debriefing by asking them how they felt, summarising the script, if they would have changed something in the dialogues, etc.

- **Step 3 – Creation of dialogues: The Battle of Thermopylae (40 minutes)**

Explain to the students that they will create video game dialogues to depict The Battle of Thermopylae. Start by reviewing with your students the topic: the background of the battle, the forces involved, the leaders, causes, etc.

Divide the students in groups and give them the task to imagine the battle and possible dialogues between the 2 armies involved and within each army. Supposing that in the sequence Character creation they have already created their characters for the battle (i.e., Leonidas, Xerxes I, Ephialtes), in this step of the video game, students will bring their characters to life and create dialogues among the characters. Give each team time to create their dialogues of at least 20 lines.

- **Step 4 – Presenting the dialogues (15 minutes)**

Each team will present the dialogues in plenary allowing the other students to express their opinions, ask question about different aspects, etc.

Resources

https://game-scripts.fandom.com/wiki/Category:Full_Scripts