

Creating the Dialogue 2

Previous compulsory steps / Prior students' knowledge	Creating the story, Creating the characters
Learning objectives	Enhancing writing skills, learning how to create dialogues for video games
Subjects	Writing, Arts, Literature/reading, English as a foreign language
Recommended Age (10 – 14) or (15 - 18)	10 - 14
Material needed	Dialogue scenes from video games
Sequence duration	45 - 60 minutes
Individual or group activity	Group activity (in pairs)
Expected production	Creation of dialogues
Skills developed (after learning objectives)	Creativity, collaboration & teamwork, problem solving
Price range of the game (<20€, 20-40€, >40€)	Free video trailers
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

After students have created their characters, it is time to make the characters and the player talk thanks to the creation of a dialogue.

- **Step 1 – Discuss with the students how to create a good dialogue (15 minutes)**

Dialogue is a conversation between two (or more) people, and it has an important place in fiction writing and it is an essential part of it. It brings created characters to life and makes them communicate among themselves and with the player. Ask the students to think about how dialogues among two people are created.

After the initial discussion, show examples of dialogues in video games.

Here are few examples of how dialogue in video games can be organised in different ways:

- Small talk - <https://www.youtube.com/watch?v=diXyoRwBrz0> Joel talks about coffee (The Last of Us)
- Dialogue on the ship (Assassins Creed Odyssey) - https://www.youtube.com/watch?v=ysdn39QD_D4
- Talking to the player – <https://www.youtube.com/watch?v=8SrDAY190JE> Introduction of leaders (Civilization VI)
- Giving quests: https://www.youtube.com/watch?v=Le_rJ8SRE5I (until 1:53) (Assassin's Creed: Odyssey)
- Giving choices: https://youtu.be/ysdn39QD_D4?t=63 (put the video on mute and show 1:03 – 1:14, 3:00 – 3:22) (Assassin's Creed: Odyssey)

- **Step 2 – Divide students into pairs (5 minutes)**

Divide students in pairs so that they create dialogues together, this will enhance their teamworking and problem-solving skills. Students can create dialogues among characters they created in the sequence 'Character creation'. For this pedagogical sequence, students should know who their characters are, what they want to do, what they like, dislike, and fear. That is why the creation of characters is an important step before creating the dialogues.

- **Step 3 – Writing the dialogues (20 minutes)**

Following the videos, instruct students to create dialogues of at least 10 lines.

- **Providing information** - ask the students to think about what they want to tell with the story of the game? How does the dialogue fit in the whole story? What will the character do in the game? How can the character be played? How do they want the character to respond to a certain situation?
- **Creating the setting** – when and where the dialogue takes place?
- **Creating suspense of conflict** – Why are the characters talking? Or why is the character talking to the player? Does the character have some special ability or magic power to use?
- **Write the dialogue lines** – write what the characters say to each other or to the player, what are their thoughts, advice, instructions, questions?
- **Summarise what happened**

- **Step 4 – Reading the dialogues (10 minutes)**

Ask the students to read the dialogue out loud among themselves to see how it works and whether they should consider changing something. You may also ask a few students to read the dialogue out loud in front of the whole class and use their dialogues as examples.

- **Step – 5 Conclusions (5 - 10 minutes)**

To close this sequence, ask the students to reflect on the process of writing the dialogue. What aspect, if any, of writing the dialogue was challenging? How did they choose whether to write a dialogue between characters or dialogue between character and the player? What could they do differently?

- This pedagogical sequence has been inspired and adapted from:
<https://www.brighthubeducation.com/high-school-english-lessons/12897-writing-dialogue-effectively/>

Resources

Assassin's Creed Series (October 25th, 2018) 'Assassin's Creed Odyssey - Side Quest - For the People' [Video]. Youtube. https://www.youtube.com/watch?v=Le_rJ8SRE5I

Domsch, S. (2017). Dialogue in video games. *Dialogue across media*, 251-70.

GDC (April 6th, 2017). 'Choice architecture, player expression, and narrative design in fallout: New vegas' [Video]. Youtube.

<https://www.youtube.com/watch?v=LR4OxNfzTvU&t=212s>

IGN (July 27th, 2018) 'Assassin's Creed Odyssey: Introducing Choice and Consequence' [Video]. Youtube. https://www.youtube.com/watch?v=ysdn39QD_D4

Ikiga (July 18th, 2020) 'CIV 6 - ALL 48 LEADERS GREETING SPEECH [CIV A to Z ORDER] RISE AND FALL / GATHERING STORM DLC' [Video]. Youtube.

<https://www.youtube.com/watch?v=8SrDAY190JE>

Meraki Pig Gaming (February 11th, 2021) 'Joel loves coffee compilation | The last of us/The last of us 2' [Video.] Youtube. <https://www.youtube.com/watch?v=diXyoRwBrz0>

