

Understanding emotions in Journey

Previous compulsory steps / Prior students' knowledge	Basic knowledge about emotions
Learning objectives	Developing social and emotional skills, understanding the role of emotions in visual storytelling in the video game
Subjects	Social sciences, Writing, English as a Foreign language
Recommended Age	15 - 18
Material needed	Trailers and gameplay videos
Sequence duration	60 - 90 minutes
Individual or group activity	Individual activity
Expected production	Written assignment on the assigned topic inspired by the game
Skills developed (after learning objectives)	Critical thinking, empathy
Price range of the game	Free videos, game price on Steam <20€
Similar games to use with the approach of the sequence	Before Your Eyes, Ori and the Blind Forest

Step by step: how to implement the sequence

- **Step 1 – Introduction to the topic, assignment and the game (5 minutes)**

In this pedagogical sequence we will use the game Journey to organise a class on the topic of social and emotional learning.

Journey is an adventure game, featuring beautiful images and music. It serves as a metaphor of life and what life is about. The player wanders through ruins in a desert in the direction of a mountain on the horizon, collecting pieces of cloth that light up when touched. Through the game, players reflect on the feelings of loneliness, love, loss, and friendship. It is possible to collaborate with other players during the journey, but this happens without any direct communication. Playing with a stranger creates a sense of companionship, providing Journey's players with an emotional experience. You could play parts of the game in front of your students or let them play in small groups and have them write about what kind of emotions the game provoked in them to reflect on emotions and their causes.

- **Step 2 – Showing the videos and start of the writing process (10 minutes)**

Start by showing the launch trailer to get a general idea about the game: [Journey Launch Trailer](#)

Below you can find a selection of videos to use. You do not need to use all of them and you are free to adjust them according to your preferences:

- [Journey – Meeting A Stranger](#) – the first 5 minutes, then from 9:30 – 11:30, 12:53 – 13:57
- [Journey – Gameplay / Playthrough \(No Commentary\)](#) 33:26 – 36:01

- [Journey Trophy Guide – Explore](#)
- [Journey PS4 Gameplay Walkthrough Part 2](#) (put the video on mute) 7:48 – 9:18, 15:15 - 17:54, 19:08 – 20:05
- [Journey PS4 Gameplay Walkthrough Part 3 – I WONDER](#) (put the video on mute) 7:05 – 8:00 , 15:10 – 16:59,
- [Journey ENDING PS4 Gameplay Walkthrough Part 4](#) (put the video on mute) 0:59 – 2:34, 9:52 – 11:49, 20:00 – 22:35

Tell the students to note down some initial ideas about emotions the game provokes, the colours, the way the character is moving, the music, or anything else they find important. These will be useful for the development of the written assignments based on what the game is about and which emotions and thoughts it triggers.

- **Step 3 – Writing a short essay/reflection paper (45 minutes)**

Here are some elements students can focus on in their papers. Of course, not all these have to be covered.

- Think about the title of the game – what does Journey refers to? What could it be a metaphor for?
- Atmosphere and the mood of the game – how does the game make you feel?
- Which emotions does the game provoke in you? What is the cause of those emotions? Why does this game provoke those emotions?
- What are the goals of the game?
- What about the colours used in the game? What is the role of colors in storytelling?
- What about the music and its role? Does the music influence how you feel about this game?

- Game vs reality - Is there a connection between the game and the reality? How the game compares to the reality?

Additional tips:

- During this step you can put the music video in the background: [Journey OST – Complete Soundtrack](#)

However, this is something to be careful about and based on the needs of students in your classroom.

- You can also let your students re-watch the videos on their own during the writing process

- **Step 4 – Shared reflection and conclusion (10 minutes)**

Since the topic of emotions can be a sensitive one, we suggest shared reflection upon finalisation of the written assignment. You can ask the students if there is something they wish to share with the whole class, what do they think about the game or if they have any questions or doubts that the game raised.

References

GameRiot (July 22nd, 2015) 'Journey PS4 Gameplay Walkthrough Part 2' [Video].

Youtube. https://www.youtube.com/watch?v=8_OXJHVpUcM&t=468s

GameRiot (July 23rd, 2015) 'Journey ENDING PS4 Gameplay Walkthrough Part 4'

[Video]. Youtube. <https://www.youtube.com/watch?v=SPsV4d7NGaY&t=59s>

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<https://www.youtube.com/watch?v=bfAZqnNxcQg&t=425s>

IAmSp00n (March 22nd, 2012) 'Journey – Gameplay / Playthrough (No Commentary)'

[Video]. Youtube. <https://www.youtube.com/watch?v=bkL94nKSd2M&t=2006s>

Journey Wiki (n.d.): <https://journey.fandom.com/wiki/Journey>

Kab9 (January 16th, 2013) 'Journey – Meeting A Stranger' [Video]. Youtube.

<https://www.youtube.com/watch?v=g-MTC7p3qRw>

Playstation (July 7th, 2015) 'Journey Launch Trailer | Coming July 21 | PS4 Exclusive'

[Video]. Youtube. <https://www.youtube.com/watch?v=mU3nNT4rcFg>

ScathingAccuracy (April 12th, 2012) 'Journey Trophy Guide – Explore' [Video].

Youtube. https://www.youtube.com/watch?v=fpQGcTKCg_4

Thatgamecompany and Santa Monica Studio (2012). Journey:

<https://thatgamecompany.com/journey/>