



Monument Valley (Chapters I and II)

Previous compulsory steps / Prior students' knowledge	Knowing how to use haptic controls on mobile devices
Learning objectives	<ul style="list-style-type: none"> - Understanding the narrative of the game - Paying attention to detail, perspective and design.
Subjects	Fine Arts, Engineering
Recommended Age	(10 – 14) or (15 - 18)
Material needed	Phone or tablet, film projector
Sequence duration	60 - 90 minutes
Individual or group activity	Group activity
Expected production	Drawing pictures and environments of the game
Skills developed (after learning objectives)	Critical thinking, research, empathy, problem solving
Price range of the game	<20€

Step by step: how to implement the sequence

- **Step 1 – Getting familiar with the game (10 minutes)**

In this sequence, we will explore two video games: Monument Valley I and Monument Valley II. Inspired by the art of M.C. Escher, Japanese prints, and minimalist 3D design, each level is a unique, hand-crafted combination of puzzle, graphic design and architecture. Like listening to an album or walking through a museum for the first time, the world of Monument Valley is about discovery, perception and meaningful beauty.

Monument Valley introduces new game mechanics subtly, allowing players to discover intuitively their own abilities and the rules of the world. Balancing difficulty and delight, the developers want as many players as possible to complete the game and see Ida's quest through to the end.

Monument Valley I

Monument Valley I is a surreal exploration through fantastical architecture and impossible geometry. Players must guide the silent Princess Ida through mysterious monuments, uncovering hidden paths, taking advantage of optical illusions, and outsmarting the enigmatic Crow People.

Monument Valley II

Monument Valley II tells the story of a mother and child as they embark on a journey of discovery through a stunning and impossible world. Players will explore ever-changing landscapes, mechanics that surprise at every turn, and an evolving parent-child relationship.

- **Step 2 – Exploring the concept of Monument Valley and its narrative (25 minutes)**

In this step, we will explore the concept of Monument Valley and its narrative. We suggest splitting students into two smaller groups, where each group will focus on one game at the beginning and then come together for a discussion. However, you may organize the activity without splitting the students into groups if you wish.

Once the students are split into groups, show each group videos related to one video game:

Monument Valley I

- Video for students: [Monument Valley Game Release Trailer](#)
- Video for teachers to discover the game (preparation): [Monument Valley: Walkthrough Chapters 1-5](#)

Monument Valley II

- Video for students: [Monument Valley II: Official Release Trailer](#)
- Video for teachers to discover the game (preparation): [Monument Valley II Walkthrough](#)





Ask the students to focus on the following questions and to prepare a short presentation for the whole group:

- What elements of the game are movable?
- What elements of the story can be highlighted?
- How are the characters portrayed in this game?
- Was the presentation of the hidden and moving blocks inside each screen intuitive?

• **Step 3 – Each group presents their findings (10 minutes)**

Each group should give a short presentation explaining what they saw in their videos and highlighting the answers to the questions above. Following these presentations, show the short trailers of both video games to the whole group. Give a task to the

groups to pay attention to the game they did not watch before and look for the elements that the other group mentioned in their presentation.

- **Step 4 – Guided discussion and shared reflection, reaching conclusions (15 minutes)**

By now, students will have seen how players' interactions can help shape the architecture in Monument Valley, as the actions of turning and dragging reshape the world and help the character explore it. Furthermore, as players manipulate the environment, the audio reacts to provide a beautiful and atmospheric soundscape.

You may now open up a group discussion of the game's atmosphere, individual artistic and engineering elements, and other topics of interest that students have raised in their presentations.

Here are some open-ended questions to guide the discussion:

- How does this game make you feel?
- How has the story impacted your decisions as you progress?
- Would you like to design an environment for the game? What would it look like? Which elements would you keep or replace?

- **Step 5 – Drawing a picture of the game (30 minutes)**

To end this sequence, it is suggested that the teacher asks the students to try to draw some of the images found in this game on paper (or using other artistic materials). In

fact, the graphics of this game allow multiple possibilities to work on technical drawing, particularly to try out perspectives and three-dimensional drawings.

You can let each student select the image they like best, or you can offer two or three alternatives, taking into account the degree of difficulty and the ages of the students.

Resources

Monument Valley. (2011). *Monument Valley I and II*. Monument Valley Game Homepage. <https://www.monumentvalleygame.com>

User Game Karma. (2018, March 22). *Monument Valley 2 Walkthrough* [Video]. YouTube. <https://www.youtube.com/watch?v=Y5ar2ME9J5s>

User It's Barney the Horse!. (2014, April 2). *Monument Valley Game Release Trailer by ustwo* [Video]. YouTube. https://www.youtube.com/watch?v=wC1jHHF_Wjo

User Sy BER Gaming. (2021, July 19). *Monument Valley: walkthrough ch 1-5* [Video]. YouTube. <https://www.youtube.com/watch?v=84tY7mUU87s>

User ustwo games. (2017, June 5). *Monument Valley 2- Official Release Trailer- out now* [Video]. YouTube. <https://www.youtube.com/watch?v=tW2KUxyq8Vg>