

Citizens of a magical world

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Learning daily life skills about the importance of being cautious with people you don't know, the importance of having friends, how to manage your own money.
Subjects	Social science, Politics, Economics
Recommended Age	15-18
Material needed	Laptop or Android phone
Sequence duration	240 minutes (4 hours)
Individual or group activity	Individual
Skills developed	Critical thinking, communication, collaboration & teamwork, planning, problem-solving
Price range of the game	Free
Extension/differentiation activities	This game can also be used as part of a class on Economics.

Step by step: how to implement the sequence

In this sequence, students will play RuneScape. It is a multiplayer role-playing game that takes place in a magical world named Gielinor. Life in Gielinor goes on with a

dose of magic; the gods are overlooking the city, and war looms (RuneScape.com, n.d.).

Players can decide how their everyday life in Gielinor will be. They can choose what they want to be, what skills they want to learn, and whether they will make friends or discover this new magical world alone. If they are brave enough, they can even make enemies and fight against them with the help of the magical creatures of Gielinor.

You should familiarise yourself with RuneScape before using this sequence in your class. The game is available for free on Steam. You can use this link:

<https://store.steampowered.com/app/1343400/RuneScape/>.

You should note that life in Gielinor has many similarities with everyday real life. For example, players can become friends or enter into fights with each other. They can tell the truth and help their friends, or they can lie and betray other players to win a task. These scenarios can provide students with important life skills, and “RuneScape” can advance their critical thinking and problem-solving.

Guidelines for explaining the game to the class:

You should explain to your students that RuneScape is a multi-player game but they should only play with their classmates and not with other players during the playing session. This is to allow you to monitor the gaming session and be able to help the students if needed.

Students will need a laptop with Steam installed and will need to add all their classmates as friends. This will enable them to identify each other while playing “RuneScape” and to have the option to play together.

Important skills students can learn from the game:

- Team Cooperation: students can take up a new challenge together, help each other or choose to fight against each other.
- Critical Thinking: Which skills will the players choose to develop and why? Which government will they support? Do they know who to trust?
- Communication: It is almost impossible to win a fight alone. The question is; will students communicate with each other, or will they fail?
- Problem Solving: Everyday life consists of countless decisions, so does the magical world of Gielinor.
- Economics: How players manage their resources is a crucial part of the game. Will they take care of what they own or will they be forced to steal in order to survive?

Limitations of this sequence:

- RuneScape can have very slow progress if players don't engage in many activities. To avoid this, you should monitor the gaming session and ask students to engage in certain activities if the game is slowing down.
- Players can "e-meet" and network with other players. You should state to your students that they can only play with their classmates during the gaming session. If they choose to play this game in their free time and network with other players, they should always do this with caution.
- For distance learning students, it would be useful to organise a live playing session where you could monitor the session and help students if needed. In case this is not feasible, students can organise the gaming session on their own but you should state that they are only allowed to play with their classmates and not with other players. What they choose to do when playing in their free time is their own choice.

- **Step 1: Introduction to the game (15 minutes)**

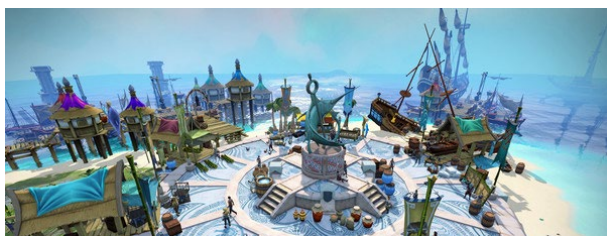


Image 1: Steam, RuneScape, (<https://store.steampowered.com/app/1343400/RuneScape/>).

RuneScape is a multi-player game that takes place in a fantasy world known as Gielinor (Fulton, 2020). Players can interact with each other while they will also meet gods, monsters, and many other magical creatures.

The game evolves based on the players' decisions. Ultimately the players can do whatever they want. They can choose which government they want to support, if they want to take part in wars or if they prefer to train their skills in peace. There is, however, one rule; every decision has a consequence. Will the players make friends, or will they travel alone? What would they do if their friends betray them in a critical fight? Do they start over, or do they make a turn into the world of criminals?

It's all there, at the magical world of Gielinor. The only question is: what will your students do?

To prepare your students for the gaming session, you can show them some introductory videos:

- [RuneScape Game Trailer 2020](#): a brief introduction on RuneScape and the numerous choices players have.

- **Step 2: Gaming Session (3 hours)**

Students play the game for one hour in class and then they are assigned two additional hours at home, as part of their homework. You can monitor the gaming session and if you notice that the students aren't engaging with the game and the

process is slowing down you can ask specific students to get trained on new skills, take up a new task, or even start a war against their classmates. You could also set some long term goals for your students to complete when playing the game as part of their homework. These tasks could include: getting X amount of money, exploring a specific part of the map, completing specific quests etc.

[A beginner's guide to Runescape 3](#): this is a short guide to the game and it can help students to complete their game tasks at home.

- **Step 3: Individual project (30 minutes)**

Following the playing session, students should develop their own projects. They are free to choose what type of project they want to develop; for example, they can create a PowerPoint presentation, write a small essay, make a painting, etc.

They should use inspiration from the video game and create whatever they want. The topic of the project should be relevant to the concepts of the game. Some suggestions are:

- My favourite hobby
- Is socialising important?
- Can you achieve the perfect government?
- Is law important?
- Is war ever useful?

- **Step 4: Debrief (15 minutes)**

All students come together and share their experiences playing the game. Students should share their projects and explain how they chose their topic. Did they learn anything about themselves and their interests when playing the game? Did they choose to play together with other classmates, or did they explore the magical world of

Gielinor alone and why? What kinds of life skills did they learn that they will bring into their everyday, real lives?

References:

“A beginners guide to Runescape 3”. Youtube video, 24:14. Posted by “Protoxx”, December 29 2019. <https://youtu.be/gFF-tWkyfA>.

“RuneScape Game Trailer 2020”. Youtube video, 2:17. Poster by “SRI GAMES”, October 12 2020, <https://youtu.be/mXAvlbqd -c>.

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Fulton Michael. (2020). “What is RuneScape?”. <https://www.lifewire.com/runescape-what-it-is-and-how-to-play-4129385#training-your-skills>.

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