

Would you survive?

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Students will develop their team cooperation skills and understand the importance of helping each other.
Subjects	Social Sciences, Politics, Psychology, Art
Recommended Age	All
Material needed	Laptop
Sequence duration	135 minutes (2.25 hours)
Individual or group activity	Group activity
Expected production	Students will create their own maps
Skills developed	Team cooperation, communication, problem-solving, critical thinking
Price range of the game	>20€

Step by step: how to implement the sequence

In this pedagogical sequence, students will play “Don’t Starve Together”, a multiplayer survival game. The players will explore an unknown world, meet fictional creatures, and gather resources that will help them survive (klei.com, n.d.).

The game is available on Steam and it costs 14.99€. You can use this link:

https://store.steampowered.com/app/322330/Dont_Starve_Together/.

Players can try to survive on their own, take their chances with strangers online, or cooperate with their friends in a private game (klei.com, n.d.). For this sequence, students will play with their classmates in private games.

Guidelines on developing private games on “Don’t Starve Together”:

1. Load the game on Steam (and press play)
2. Press Host Server (top left of the screen)
3. Name your server and add a password
4. Enable the Friends only faction
5. Press Create Server to start playing

For additional information, you can look at this video: [How To set up a Don't Starve Together | Multiplayer Server | Guide | Tutorial - Youtube](#).

You can create the servers for all students and share the names and passwords with the class.

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



Image 1: Steam, "Don't Starve Together", (https://store.steampowered.com/app/322330/Dont_Starve_Together/).

"Don't Starve Together" is a survival game in which players try not to starve. They should do whatever it takes to avoid starving together.

Entering the world of "Don't Starve Together", players will explore dark

forests, eat spiders and collect numerous strange objects to build a home (Steam, 2016). Everything in the world of this game can be used, but there are also many tricky things. For example, opening an unknown magical box can set fire to everything!

If students fail, they should start again and push themselves to their limits to survive. Will they make it? Before starting again the student should discuss and identify what they can improve in their following attempts.

- **Step 2: Assigning video game as homework (1 hour)**

Students should play the game in groups of 3-4 students for one hour. You should share the name and the password of the servers with each group so students can join private games and play with each other.

They will be assigned to survive in a new world and the only way to achieve this and avoid starving together is to communicate with each other, share responsibilities and develop their skills in order to find food, start a fire and build a home to live in.

Will they make it, or would will they starve together?

Before assigning the game as homework, you can show an introductory video to the class:

- [Don't Starve Together 2021 Gameplay Trailer - Youtube](#): brief intro into the world of Don't Starve Together.

- **Step 3: Group Discussion (30 minutes)**

After playing the game in groups, all students can come together to discuss the importance of cooperation and team building.

Questions to guide the discussion:

- Did you starve together, or did you survive?
- What activities did you do as part of the game?
- How was your cooperation with the rest of the group?
- What difficulties did you face?
- Did you feel that you reached your limits at any point during the game?

- **Step 4 (optional): Group project – developing a map (30 minutes)**

Following the group discussion, students could go back to their initial groups to create their own map. Using inspiration from the game “Don't Starve together” they can create either a fictional map of a place they would like to live or a map of their school or their city/country etc.

Students should use their imagination and work within their groups to develop their maps together, discussing what materials they will use and how they will present them to the class.





References:

“Don't Starve Together 2021 Gameplay Trailer”. Youtube video, 1:27. Posted by “Klei entertainment”, May 5 2021. <https://youtu.be/dU-aq2JbLkk>.

“How To set up a Don't Starve Together | Multiplayer Server | Guide | Tutorial”. Youtube video, 4:41. Posted by “Teaspoon”, December 9 2014. <https://youtu.be/HvUzWHNFspY>.

Klei.com. “Don't Starve Together”. <https://www.klei.com/games/dont-starve-together>.

Steam. (2016). “Don't Starve Together”.

https://store.steampowered.com/app/322330/Dont_Starve_Together/.

