

## Teamwork makes the dream work

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Expressing themselves in English (or other languages), practice how to communicate under pressure
Subjects	English as a Foreign language, Social sciences, Psychology
Recommended Age	15 - 18
Material needed	A PC, Wi-Fi connection, a working PC-compatible microphone
Sequence duration	180 minutes
Individual or group activity	Group activity (in pairs)
Skills developed	Collaboration & teamwork, Communication, Creativity, Planning, Problem solving
Price range of the game	Free on Steam
Similar games to use with the approach of the sequence	Keep Talking and Nobody Explodes, Escape simulator

## Step by step: how to implement the sequence

- **Step 1: Introduction and homework assignment (10 minutes)**

Before assigning playing the game as homework, show a trailer or review to your students and give them instructions on how to download the game.

- [We Were Here Game Trailer](#)
- [We Were Here – Review](#)

### Game description:

We Were Here is a cooperative first-person puzzle video game. The players end up trapped in an abandoned castle in a frozen wasteland. Player One is trapped in one part of the castle while Player Two wanders around the classroom in search of Player One. The only thing players have with them is a walkie-talkie, through which they communicate. Every room in the castle challenges the player with new puzzles, and the goal is to work together and communicate well to solve those puzzles and find a way out.



Screenshot 1: room in the castle. Source: <https://totalmayhemgames.com/games/we-were-here/>

**Getting the game:** You can get this game for free on [Steam](#). If you want to use other games from the series, you can find them on Steam as well, but they are not available for free.

Split students into pairs (or let them choose their partners) and instruct them to play the game as homework.

- **Step 2: Playing the game (homework) (Duration: 120 minutes)**

Students should play the game in pairs and try to communicate with each other. The game is in English, but they can communicate in other languages. The game takes about 2 hours to finish.

Cooperative games facilitate sharing, caring and appreciation for other players (Bui & Nguyen, 2018). Students will practice stress handling, decision making, collaboration and teamwork. They will also potentially deal with frustration and miscommunication, so it is important to pay attention to these feelings, especially because of the potential mismatch between students used to playing video games and those who are less experienced.

- **Step 3: Written assignment (20 minutes)**

Following the gameplay, students will write a few paragraphs about their experience, which will later be discussed in the classroom. Ask the students about social interactions while playing the game and check whether there was some frustration and miscommunication while playing.

Here are some questions for students to focus on in their assignment:

- What is the game about?
- What was the most challenging while playing the game?
- What was the easiest about playing the game?
- Was it easy to work with your partner just by talking through a walkie-talkie?
- How did you communicate with each other?
- What was good? What could have been better?
- Did you have fun while playing?
- How did you finish the game? Were you successful?
- Why was this game assigned as homework?

- **Step 4: Presentation in the classroom (30 minutes)**

When you are back in the classroom, students should present their experiences based on the written assignment and discuss their experiences while playing. Ask the students how they felt while playing the game and check whether there was some frustration and how they tackled it. While discussing, you can also ask them how they liked this type of homework (playing a video game) and check whether that would be something you could use again in the future.

## References:

Bui, T., & Nguyen, H. (2018). Essential Feature-Cooperative Gameplay. *ART 108: Introduction to Games Studies*

Toro, J. (August 11<sup>th</sup>, 2020). We Were Here: A Retrospective. [Blog post] The Punished Backlog. <https://punishedbacklog.com/index.php/2020/08/11/we-were-here-series-review-retrospective/>

Total Mayhem Games (2017). We Were Here. [Video game]. Netherlands: Total Mayhem Game