CLASSIC CHARACTER MAKEOVERS (DRAWING)

(Developed by the Museum of the Moving Image)

GOAL(S)
- "Give an existing classic video game character a makeover as your own new character.
- Understand video game characters and techniques in drawing them

TOTAL TIME OF ACTIVITY: 50 Minutes

SET-UP
- Free drawing application: Tayusi Sketches
- Laptops to play some classic games
- Chart paper grid
- Scratch paper
- Drawing materials (crayons, markers, colored pencils)

MAIN ACTIVITY
- Warm-up (5 min.)
  - Discuss some of the group's favorite game characters and what they like about them. How can that inform the kind of characters learners want to create?"
- MAIN ACTIVITY (20 min.)
  - Introduce Character Design for Games Session
  - Where do sprites come from? A game designer may have an idea for a character in mind before they ever begin programming the game. Oftentimes, the design of the character relates directly to the story and mechanics of the game. What games come to mind? Refer to VA0 for more general info about art in games.
  - We're going to be playing some classic games. During the time we're playing the game, keep in mind the design of the characters, story, and mechanics.
  - Randomly assign some classic games to play in small groups. (For example, Pac Man, Frogger and Super Mario Brothers)
  - Break into large groups by game. Fill in a chart paper grid describing the mechanics, the story, and the movable parts of the character for the game you played. This is a good opportunity to review the different parts of a game (e.g., what's described in GD5).
  - Hang your grids and discuss as a larger group: What were the mechanics in the game you played? Did the mechanics correspond to the way the character looked in any way? What did you like/dislike about the character? Was there a story in your game? If yes, what was it? If you were making your own version of this game, what would the character look like?
- Character Make-Over (20 min.): With your game's mechanics (e.g. Our character just eats.) and/or story (e.g. Our character is out to rescue a princess.) in mind, make-over the character from your game. Don't be afraid to add design constraints, add a specific challenge inspired by the grid discussion. (We decided to give them the option of using digital tools or arts and crafts materials.)
- Share-outs (5 min.): As students complete their characters, copy and prepare them onto a laptop for projection for share out.

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