EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
ARCANE - CHARACTERISATION

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ARCANE - CHARACTERISATION

Using fictional characters that are well-known to most students from video games, or from the TV animated series, to analyse character traits in works of fiction – as preparation for character analysis in later works of fiction: novels, short stories and films.

Subject and level
English B levels

Connection to curriculum
Fiction analysis - characterisation

Didactic and pedagogic considerations
The students will be analysing characters (a character of their own choice) from a cast that they will be familiar with, or that will appeal to them. The TV-series, “Arcane”, has a broad gallery of different archetypal characters (hero, villain, victim, redeemer, mentor, etc.), so the students will learn the basic traits of general character types. This should serve as an introduction for characterisation as a standard part of fiction analysis later on.
The exercise will include individual work, analysis and written product with a presentation of that work in groups or in class.
The exercise will build on theoretical work already completed on characterisation and fiction analysis.

Time estimate
3-4 hours

Group size
4

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Overall introduction to exercise

Together, in class, we will watch one or more episodes from “Arcane” during which the students will choose one character to analyse.

Individually, the students will analyse the chosen character based on fiction analysis theory, which we have already covered,

The students must write a character biography with claims about their character and support for those claims.

Finally, the students will present their characters either in groups or in class.

Exercise as presented to the students

No separate presentation needed.

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