EAIE

Esports as Accelerator for Social Inclusive Education

# LESSON
# FIREWATCH

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# FIREWATCH

Using a character and story-driven computer game to learn about and identify fiction analytical terms.

**Subject and level**
English B levels

**Connection to curriculum**
Fiction analysis and writing

**Didactic and pedagogic considerations**
Creating an interactive, immersive, visual and physical experience of effective story-telling.

**Time estimate**
3-4 hours

**Group size**
1-4

# FIREWATCH

**Overall introduction to exercise**

The students – alone or in group – have been introduced to fiction analysis and all relevant terms. They now have to play the game, “Firewatch” (2016) and note the usage of those terms/devices in the game. In this, the students will note down elements such as: character development, setting, atmosphere, language/dialogue and story composition.

After completing the game, the students have to give a report on their findings (both written and oral) in order to piece together the most important and effective elements of fiction in the game – the ones used to greatest effect on the viewer/player.

Finally, the students are going to write their own fiction story using the same elements they have studied and analysed in the game.

**Exercise as presented to the students**

No separate presentation needed.

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