LESSON
LIFE AS A VIDEO GAME

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LIFE AS A VIDEO GAME

Subject and level

English B-levels

Connection to curriculum

Focus on alternative story-telling, metafiction and the use of metaphors

Didactic and pedagogic considerations

The exercise is meant to engage with a student audience who are already familiar with video game vernacular and slang, such as NPC, spawning, . It can relay how metaphors in fiction can help to explain difficult topics (here: life) in an easier-to-understand and more relatable way.

Time estimate

1-2 hours

Group size

3-4

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Overall introduction to exercise

The class begins with group-discussions on the central terms used in the video: Life as a video game, in order to create a vocabulary list and make sure that everyone is on the same page. They are then made to watch the short video the different stages of life presented in it and translate those to real-life stages.

The students are made to discuss what effect the use of video game vernacular and video games as a metaphor for life have on the students understanding of the topic: life, and how the video used alternative story-telling as a way of engaging the audience.

The students are then made to write a short assignment using video game vernacular or other (self-chosen) metaphors to describe another abstract topic, e.g. love, old-age, death, work, family, having children…. Etc.

Exercise as presented to the students

No separate presentation needed.

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