

Gamers Write Back

Student Instructions

Activity 1.6 / Shakespeare Learning Commons

1. Introduction

The plot of 'Speare is based on *Romeo and Juliet*: Two families at war with each other ignore what is most important to them, and end up losing what they value most. If we understand the story this way, it becomes an anti-war story, showing the dangers of not communicating with our neighbours.

The problem with 'Speare, however, is that you are charged with restoring peace by destroying enemy droids. How much sense does it make to use violence to restore peace? Is violence ever justified?

Shakespeare's London circa. 1600

2. Read through the brainstorming notes you have created with your class about what makes video games fun. Think about how many of these features appear in 'Speare.

3. Blank Slate

Use this space to make a list of the things about 'Speare that make it fun to play

5. Write your own review of 'Speare as if it were to appear in a gaming publication. You might want to read some examples of published reviews to see what things are important to a reviewer and how they communicate their message. You will find some examples online at <http://www.wired.com/culture/games>, or <http://reviews.cnet.com>.

4. Using the Critique Worksheet, make notes about how effective you think the various aspects of 'Speare are as a video game -- think carefully about how the expectations you have of video games (the things that make them fun to play) compare to 'Speare.

