

## 2.0 Romeo & Juliet

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### 2.1 Analyse & Respond

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#### Introduction

A number of versions of Romeo & Juliet use dance and movement to play a key role, looking at either the Royal Ballet or West side story interpretations, you will need to identify a movement within the play/film that will form the core mechanic for a game you will research and develop as teams. Ultimately You need to produce a playable prototype which will be exhibited at the end of the semester.

You will bring familiar subject matter alive in a new and innovative way. Romeo & Juliet is one of Shakespeare's most popular plays and it is also a play that is very open to interpretation. This assignment provides you with the opportunity to examine this timeless text and requires you to find new and interesting ways to excite an audience about what you find, however core to your decisions around content is that the movement you choose plays a key driver in your game, this project is all about mechanics first.

You will need to use the investigative skills learnt in project 1.0, along with this new content and new workshops skills to produce a vibrant portfolio of work and a working prototype.

#### Task

**03/11 > 05/11:** Read the play. Think about its significance and make notes on anything it makes you think. What is it about? What are its main themes? Who are the characters? Can you draw any parallels with contemporary life? What is its tone of voice? What visual imagery does it conjure?

**05/11:** We will screen a version of Romeo & Juliet at 13:00 in the Games Studio. Please bring sketchbooks and utilise this event as a valuable piece of primary research.

**07/11:** You will take part in a studio workshop that will involve a series of visual exploration exercises that allow you to respond to audio visual stimulation that relates to themes contained within the play.

#### Research

There are interpretations of Shakespeare's Romeo & Juliet to suit every taste. From Baz Luhrmann's cool 1990's interpretation (<http://www.romeoandjuliet.com/>) to West Side Story in the 50's (<http://www.film-site.org/wests.html>) to Franco Zeffirelli's 1960's classic production. There are also some excellent A level study aids which include handy synopsis of the play- Cliffs Notes are good or you could try Charles & Mary Lamb's retelling of Shakespeare published by Penguin.

#### Assessment evidence

- Evidence that you have read Romeo & Juliet. This means notes and annotations on the text.

- A series of visual brainstormers.
- Drawings and notes from the Screening.
- Material generated during the audio visual workshop.
- At least 3 starting concepts related to a movement to utilise as a game mechanic.
- Concept Presentation (Boards /Experiments)

## Learning Outcomes

Please refer to the module descriptions where the Learning Outcomes for this module are listed in full.

## Aside

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## Equipment / Materials

Camera/ Paper/ Smart Phone/ Tablet/ Paint/  
Oil Pastels/ Collage/ Fineliners/ Markers/  
Glue/ Pencil/ Sketchbook/ Mac/ PC/ Pygame/  
Phaser.io /

## Reference

[http://github.com/adamprocter/games\\_design](http://github.com/adamprocter/games_design)  
<http://inspiredm.com/inspired-talks-mills-of-ustwo%E2%84%A2-on-the-upcoming-whale-trail/>  
[https://en.wikipedia.org/wiki/Whale\\_Trail](https://en.wikipedia.org/wiki/Whale_Trail)  
<http://techcrunch.com/2013/10/10/whale-trail-tv/>  
<http://everythingisaremix.info/watch-the-series/>  
[https://www.nfb.ca/film/rip\\_a\\_remix\\_manifesto/](https://www.nfb.ca/film/rip_a_remix_manifesto/)  
<https://webmaker.org/en-US/resources/literacy/weblit-Remix>

## Search words

Pacman/ Space Invaders/ Pong/ Flappy Birds/ Retry/ Angry Birds/ Super Hexagon/ Whale Trail/ remix

## Assessment

Your work will be reviewed on Monday the 24th of November as an exhibition of concept boards from each team within the games studio.

Final summative assessment will take place at the end of the first semester on the 15th of January 2015.

## Tutors

Adam Procter, Andy Lapham, James Stallwood.

## Programme Administrator

Emma Cutler

## Health & Safety

<http://wsa.wikidot.com/healthandsafety/>

It is the duty of all students to work in a safe & healthy manner and to have a duty of care unto yourself and others. Please ensure that you are aware of the relevant health and safety requirements for all activities that you undertake during your study. In particular you must refer to Studio & Workshop codes of practice, attend all mandatory & relevant training and refer to the traffic light system for equipment use. Please check with your academic staff if you are required to complete a project proposal from and/or specific risk assessment.