Unit 3: Character Above All

Content Area: **Language Arts Literacy**
Course(s):
Time Period: **November**
Length: **6 weeks**
Status: **Published**

Enduring Understandings

- Characters in video games can be as complex as those in literature.
- A great character is key to a multi-arc video game franchise.
- An overwhelming amount of characters are male.
- Competing companies pushed each other to create more-appealing characters.
- Nintendo has seemingly cornered the market on character.
- Players take on a character's persona in a video game.

Essential Questions

- Who are the characters who have captured players' attention?
- How have these characters captivated players?
- How can characters evolve and grow?
- Why have certain characters become so popular?
- Can historical figures be played by players?
- What qualities make a great character?
- How can a character becoming endearing?
- Why are/were there so few female characters?
- What kind of depth can video game characters have?
- Can a character be a surrogate for a player?

Content

Vocabulary:

Palette swap, doppelganger

Skills

- Sketch and label video game characters.
- Determine the legitimacy of a character's legacy.
- Compare/contrast characters' presentation.
- Analyze characters' characteristics.

- Recognize and understand the marketability of certain characters.
- Judge the originality of characters.

Resources

Potential Works of Study

- *Video Games: The Movie*
- *Metroid*
- *Mega Man*
- *Bionic Commando*
- *Metal Gear*
- *Sonic the Hedgehog*
- *Super Smash Bros.*
- *Super Mario World*
- *Halo*

Standards