



Co-funded by the
Erasmus+ Programme
of the European Union



User guide for *If on a Winter's Night, Four Travellers*

https://store.steampowered.com/app/1603980/If_On_A_Winters_Night_Four_Travellers/

UPSKILLS Domain Cluster:

- Intercultural
- Research-oriented
- Transversal

Target Audience:

Undergraduate students taking linguistics & language-related courses

Requirements:

No specific requirements

Gaming Experience:

Low-Intermediate

Skills Targeted:

- Ability to understand different local contexts
- Ability to localise content in accordance with cultural differences
- Processing information critically
- Problem-solving skills
- Communication skills

Learning Outcomes:

Upon completion of game play, the students are expected to:

- Have understood the context of play through the game narrative
- Identified with the different characters and their behaviours through game play and identify how different cultures may react to different situations in different ways
- Use problem-solving skills to solve the puzzles as they appear during game play
- Reflect on the context of the game character lives and use them to draw up specific lessons learned

Introduction (for academics & lecturers):

This game is a narrative point and click game. There are no specific skills that are required from the players, however it is a game that is very much dependent on the players' understanding of the unfolding narrative. It is expected that students would have a good mastery of the language in a way that they can understand and empathise with the characters and their respective stories. The game is quite short and can be played in 2-3 hours.

Pre-Game Briefing:

This game is a narrative point and click game. It is also quite short and the main scope is that of exploring the stories of four different travellers at a masked ball on a train in the 1920s. During this game you are asked to pay attention to the unfolding of the stories as they emerge, the language which they communicate their oftentimes poignant stories, and the flow attached to the plot. You are also encouraged to think about alternative endings to these stories but also to reflect about how stories from other characters would merge into this game.

Game de-Briefing (post-play):

- What are your thoughts about the language used within this game to communicate the narratives and the characters' stories?
- What other genres of stories would such a use of language apply to?
- If the setting of the game and the story were to change would such a language still be appropriate?
- Would you say other stories would merge adequately with this?
- Have you provided alternative endings to this?
- If you had to design a sequel to this - in terms of the narrative, how would it look like?

Conclusion (for academics & lecturers):

The following are a list of questions which you can make use of to evaluate the use of this game as part of your UPSKILLS course curriculum. You can use a journal to keep track of your answers.

- Do you think that this game has the potential to be of good use to the project UPSKILLS or to help develop creative or cultural skills in students?
- What feedback did you observe/obtain from the students who played this game?
- Do you think that you can add on additional methods to help students develop critical information processing skills?