

# St John's inspire programme

30 MINUTES A WEEK TO HELP YOU GET READY FOR  
UNIVERSITY



▶ A GOOD STORY IS KEY



▶ USING LANGUAGE TO  
BUILD CHARACTERS  
AND WORLDS



▶ STORYBOARD  
CHALLENGE

*How to design a successful  
video game:  
Building characters  
and worlds*

# A good story is key



Carolyne Larrington studied English language and literature at Oxford and is now Professor of Medieval European Literature at the University. In her article on the importance of storytelling, she argues that many of the most successful video games use 'the quest' as a plot device to drive the narrative forward. Often the characters will find themselves on a perilous journey and having to face a number of different challenges to reach their

ultimate goal. Perhaps they might have to defeat a powerful enemy or retrieve a valuable item and return it to its rightful owner.

Do you agree with Carolyne that plot is the most important element of a video game? How important is a good story to the gaming experience? Are there any other aspects of games design that are equally or more important? Click [here](#) to read more.

Any questions? Get in touch at: [inspire@sjc.ox.ac.uk](mailto:inspire@sjc.ox.ac.uk)

# Using language to build characters and worlds

We can all agree that the most memorable video games are set in spectacular worlds with stunning backdrops, well-developed characters and evocative sound effects. A number of different components need to be brought together to bring these worlds to life, and one of the most important elements is arguably language.

University of Oxford Linguistics graduate, Maren Fichter, tells us how video games make use of language in a variety of different ways. Her [article](#) outlines how different elements of linguistics are brought to bear in the creation of gameworlds. For example:

- Does *what* you say differ depending on *how* you say it? What can accent and tone of voice tell us about characters in games?
- What about conlangs – made-up languages which only exist in the world of the game? How do these fictional languages contribute to the depth and authenticity of the worlds to which they belong?

Enter the Storyboard Challenge for your chance to win a £10 Amazon voucher or a St John's goodie bag filled with sweets, stationery and much more!



\*The best storyboards will be posted on Inspire Digital\*



## THIS WEEK'S CHALLENGE:

### Design a Game Storyboard



Create a one-page storyboard for use in a video game, concentrating on key characters, the shape of the narrative, and the development of the plot through beginning, middle and end.

Email a picture of your storyboard [inspire@sjc.ox.ac.uk](mailto:inspire@sjc.ox.ac.uk) by Sunday 17<sup>th</sup> March for the chance to win a prize!

## 1. Ashley

Hazelwick School  
1,454,140 points

## 2. Fiona

Bentley Wood High  
School for Girls  
895,320 points

## 3. Ishwinder

Greenford High School  
214,780 points

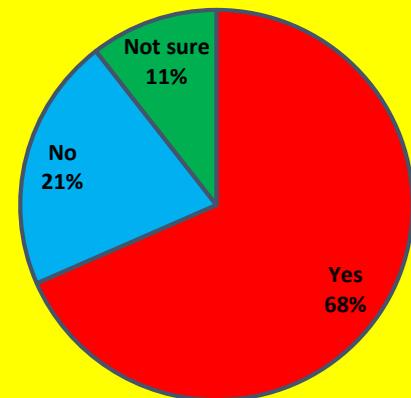


# Well done to this week's winners of the Candy Crush Challenge!

Well done to everyone who took part! The top three scores receive a St John's goodie bag. The winner also receives a £10 Amazon voucher.



**WE ASKED YOU TO VOTE ON WHETHER VIDEO GAME ADDICTION IS A MENTAL DISORDER - HERE ARE THE RESULTS:**



# What next?

Try some of our puzzles which have been set by Oxford tutors, as well as school teachers from around the country. Click on the links to test your skills – the answers are available online so you can check how many you got right!



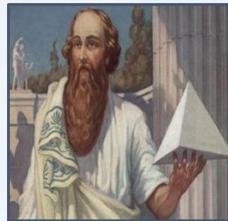
## [LINGO: a Matter of Life or Death](#)

How learning languages is much like playing a game



## [Spot the Odd One Out](#)

How do chemicals interact with each other?



## [Mathematicians Through History](#)

Fun puzzles on the topic of maths history



## [Interview](#)

Meet Nyasha – a German student at St John's

## Year 11 Summer School: 5<sup>th</sup> – 6<sup>th</sup> August 2019

In this week's email, you will have received details of our Year 11 Summer School. There are up to 150 places available for Year 11 pupils currently enrolled on our Inspire Programme. To sign up, please complete the Registration Form and email to [inspire@sjc.ox.ac.uk](mailto:inspire@sjc.ox.ac.uk). Places will be allocated on a first-come, first-served basis.