

TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

SCENARIO TITLE	ICON ANALYSIS LABORATORY	
Key words	Images, visualization, visual communication philosophy	
Whom do I want to teach to?		
Age range and students level	First year students in Communication Science	
Possible students needs	None in particular	
What do I want to teach?		
Subject / field / expertise	Soft skills in analysis of the products of visual representation Use of psychology applied to image analysis	
Specific aims	<ol style="list-style-type: none"> 1. The student should become familiar with specific methodologies for the analysis of visual representation products 2. Should explore within the group ways of analysing specific visual communication products 3. Should explore the extent to which procedures of self-representation are conditioned by the content of some specific visual communication products 	
How do I want to teach?		Rate 0-5
Metaphors of learning that can facilitate the educational goals	Acquisition (I will communicate/present/ explain the contents to the students)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Imitation (I will show students how to do things related to this topic / content, e.g. I will be a model for them)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Participation (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and facilitate the interaction)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Experimentation (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Description of the game	Narrative description	Each group will conduct an analysis of the icons on the material / subject proposed using the tools and knowledge acquired during a preliminary workshop

	Aims	Produce a document of analysis on how some feminine representations lead to specific content that allow the communication of certain messages	
	Rules	Each group will receive the same material. Each group will be free to choose the material to use and share in order to develop a better analysis of the proposed topic	
	Challenges	The student will be divided into 4 groups. Each group will work to a different document. The best will be rewarded.	
	Reward system/feedback cycle	The best document will be posted in the University web page	
		Learning venue	Estimated time
Narrative description of learning activities - step by step organization and structure	Before the game: 3 lessons on the study of icons and iconography; examples of how to perform an iconological analysis on all products of visual communication: through 3 lessons, students should be able to learn the analytical process. Moreover, the platform Eutopia will be described.	In class (Power point lecture)	6 h (3 sessions of 2 h each)
	During the game: play session. The members of different groups, interacting with each other through their avatars, will prepare an analysis as more elaborate as possible of the iconographic theme proposed. The aim is to produce a collective document to be published on the website of the faculty. To make a satisfactory analysis each member will be free to share with their classmates materials of various kinds. Each student will have a character with specific characteristics in order to explore how the personal experience, self-representation and cultural heritage can influence the reading and interpretation of some iconographic themes.	Online	8 h (4 sessions of 2 h each)
	After the game: Step 1: produce a paper on assigned topic 1 accompanied by images Step 2: group meeting with the tutor and discussion of the document Step 3: Comparison between the groups,	On-line In class	6 h 2 h

	exchange of experiences		
	Step 4: share the best document		
	In class		2 h
		In class	1 h
			25 h
How will I assess the students?			
Value approach	<ol style="list-style-type: none"> Group discussion Feedback from the students 		
What do the students need to achieve the educational goals?			
Prerequisites	Basic knowledge of Art Participation to the previous seminar		
Setting and materials	Lecture notes prepared by the tutor that summarize the method of image analysis to present Collection of texts, reviews, short articles on the proposed topic Gallery of images on the proposed topic Video Gallery		
What do I need to implement the scenario?			
Tools to use	Mandatory	EUTOPIA Flash player Adobe reader	
	Optional		
Infrastructure / equipment	Mandatory	* Internet connection * One PC each user	
	Optional	Camera Access to media	
Resources	Books on the topic: texts on iconography and on the proposed subject Videos and documentaries on the proposed subject Collection of images to analyze		
Time and space resources	One classroom for 3 lectures		
Any additional elements to consider			