

LEARNING CARD

Youtuber for one day

Description Students develop a YouTube video in which they teach other players how to play a particular videogame well (one in which they are especially skilled). The style of the video should be inspired by popular youtubers of the same age as the student.

Tag

- Social Media
- Video
- Videogames
- Youtube

Skills

PRODUCTION SKILLS

- Create and modify audiovisual productions
- Use tools to shoot and edit

PERFORMANCE SKILLS

- Play videogames
- Act

SOCIAL MANAGEMENT SKILLS

- Participate in social networks
- Teach

INDIVIDUAL MANAGEMENT SKILLS

- Manage your own identity

CONTENT MANAGEMENT SKILLS

- Search, select and download
- Manage the dissemination of content and share it

Learning areas

- Language
- Technologies

Card language

- Spanish
- English

Structure

Sessions 2 sessions of 2 hours for pre-production; 2 sessions for production material; 2 sessions for post-production material (Variable - the number of sessions can vary according to the time available)

Duration 2 sessions of 2 hours for pre-production; 2 sessions of 2 hours for post-production; (The gameplay recording can be done at home) (Variable duration)

Number of participants 10-30

Age

- 14-16
- 17-18

Materials

- Support material for comparisons: YouTube videos as models or examples, etc.
 - Support material for scripts: model or example, etc.
 - Support material for the filming the gameplay: software (e.g.: Camtasia, Twitch, Mirillis Action, OBS Studio, Quicktime, resources to shoot internal gameplays on consoles, etc.)
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Process

Key questions

- What is a gameplay?
- What is pre-production / production / post-production?
- What is a YouTuber?

Development

NOTE: Individual work (each student produces their own video). Alternatively, students can work in groups of 3 people.

Preproduction

- Exploration of youtubers
- Script (plan the gameplay, features to be commented, etc.)
- Optional: collect complementary audiovisual materials to add to the video of the game (other videos of the game, photos ...)
- Evaluation of filming the game (software, practical recommendations ...)

(Duration: variable)

Production

- Film the gamplay

(Duration: variable)

Post-production

- Optional: Edit video
- Review and discuss with other students (and teachers).

(Duration: variable)

Evaluation

The teacher needs to take into account the structure of the information presented in the video, the language used and the adaptation to the target audience.

References for professors

- PopularMMos: <https://www.youtube.com/watch?v=-o56vN3aZR0>

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