The Player – In-Depth Review

Instructions for Faculty

The aim of this teaching tool is to test factual knowledge on a subject matter studied in class in a more informal, relaxed atmosphere. It was designed in particular for those classes that meet once/week for long periods of time where ‘breaks’ are needed but cannot be afforded at all times. This tool gives the ‘feeling’ of a break while still learning/reviewing and interacting with peers.

Background for the video production version: Hollywood is a machine that produces film after film. Depending on the box office result of these films, studio moguls aka ‘Players’ become rich or go bankrupt. This game is inspired by the contemporary Hollywood film industry in the land where, supposedly, everything is possible. It tests student knowledge of basic video production concepts, such as three-point lighting, white balance, and framing guidelines.

Background for the film adaptation version: Hollywood is a machine that produces film after film. Depending on the box office result of these films, studio moguls aka ‘Players’ become rich or go bankrupt. This game is inspired by the contemporary Hollywood film industry in the land where, supposedly, everything is possible. However, in reality, those who make the choices that result in box office hits, emerge as the winners. Film adaptation theory includes specific rules and guidelines to create a successful film adaptation. These specific principles are tested in this review. This version is based on Linda Seger’s book *The Art of Adaptation: Turning Fact and Fiction into Film*. In order to play this version, students must have read the chapters they are being tested on.

**OBJECT:** Player with most ‘box office successes’ wins.

**EQUIPMENT:**
For the video production version: the equipment consists of a game board, dice, tokens, a DVD, a set of 50 trivia question cards, Power Points (PP) and Box Office Success cards to negotiate your ‘Player’ status.

For the film adaptation version: the equipment consists of a game board, dice, tokens, a set of 35 Trivia Cards, a set of 15 trivia cards (previously selected by faculty for ‘ALL PLAY’ on the board’s # fields. In order to answer the questions, a player must have studied all 5 chapters of Seger’s book beforehand.
**PREPARATION:** Place the board on the table and put the deck of Trivia Zone cards face down on its allotted space. Prepare the DVD or the other selected 15 trivia cards for ALL PLAY in the front of the classroom. Each ‘Player’ chooses one token to represent him/her while travelling around the board. One player has to volunteer to be the banker and overlook the distribution of PP and Box Office Success cards.

(a selection of 3 tokens used to walk around the board)  (a Power Point card)  (a Box Office Success card)

**THE PLAY:** Each player rolls the dice ones; the player with the highest points goes first. When there is a tie, those players role the dice again to determine the starting player and so on. The ‘Player’ with the highest role goes first, and the rest of the players proceed clockwise from the starting player. Place token on “START …all over again”, throw dice and move tokens in the direction of the arrow the number of spaces indicated. The tokens remain on the spaces occupied and proceed from that point on the players next turn. Two or more tokens may rest on the same space at the same time. You follow the directions on the field you land on.

- If you land on “Trivia Zone”, the player to your left has to take a card from the Trivia Zone Deck and ask you the question on the card. Only if you answer correctly are you allowed to move forward in the next round. Otherwise you will not be allowed to role the dice and have to attempt to answer another question. You are only allowed to move off the field once you have answered a question correctly. Then you have to wait until your next turn to role the dice and move off the field.
- If you land on a “Number”-field, inform the faculty member. The entire class will receive a question (either in the form of a video short question or as a trivia question). Whoever answers the question correctly first will win 3 PP. Once all 15 fields have been used throughout the classroom (the faculty member has to keep track of this), they become ‘neutral’ fields where players neither gain nor lose a PP or have to answer a question.

(a completely assembled game with 5 ‘Players’)
• If you land on a field that either gives or subtracts a PP, the banker provides you with a PP card or you have to hand one back to the banker.
• If you land on a distributor field, you automatically receive 1 PP; however, if you land on the distributor that is a sister company to your token (studio) you receive two PPs.
• If you land on or pass the “START …all over again”-field at the end of a round, you need to role the dice again and add the number of the throw to your accumulated PPs.
  o If you have more than 8 PPs in total: congratulations, you movie was a box office success and the banker provides you with such a card
  o If you have less than 8 PPs in total: you movie flopped at the box office; you do not receive a card
  o Each player has to return all PPs accumulated during the round to the banker at this point and start again with 0 PP at the beginning of the round.
  o If you only passed the “START …all over again”-field you still now follow instructions of the field you landed on, but these are part of your next round (hence, if you would get a PP now, you can not count this one to your “START …all over again”-count)

END OF GAME:
Game ends when one player has finished 5 rounds or the allotted time for the review is up: at that point, the person with the most Box Office Success-cards wins the game. Congratulations, you are a ‘true Hollywood Player’! (If two people have the same and most amount of cards, they are both winners.)