

Characters (Part 1)

 **Step:** One - Get Connected!

 **Time:** 45 min

 **Space and materials:**

- Room that allows moving and sitting in a circle;
- Pieces of paper and pens/pencils for all participants;
- Printed video game characters (optional).

 **Description of the tool**

1. Ask participants to think of a favourite character – it could be from a book, movie, TV series, video games. Ask them to draw it or put their name on a piece of paper.
2. Then ask the participants to think how their favourite character relates to the understanding of a global citizen as explored in the previous tools. Ask them to think about all the ways the character is or is not a global citizen. Ask them to either draw these points or put down keywords.
3. Let each participant present their findings (if the group is bigger and depending on timing, you could break them into smaller groups for presentation and ask for short report). Then debrief with exemplary questions:
 - What have you found about your characters? What makes them global and what not? Give examples.
 - Do characters need to be more global and why?
 - What criteria have you considered when you were selecting your favourite character?
 - If you have not considered how global the character was before, why do you think is that?

 **Additional remarks**

If the group doesn't know each other, the tool could also be used for the introduction. In this case, participants should present themselves along with their favourite character.

You can collect the papers of the participants and use them during *Characters (part 2)*.

To further strengthen the theme of technology, you focus only on video game characters. To do that, make sure that the majority of the participants play video games. Those who don't could use the exemplary characters annexed, but also think about popular characters like Super Mario.

Annexes: Video game characters

Ashe (League of Legends)⁶

As a child, Ashe was always a dreamer. She marvelled at the abandoned fortresses of her ancestors and spent hours by the fire listening to tales of the Freljord's fabled champions. Though her mother chided her foolishness, Ashe swore one day she would join the scattered and warlike tribes of the tundra. She knew in her heart that if her people stood together once more, they would reach greatness again.

When Ashe was only fifteen, her mother was killed while commanding the tribe on a brash raid. Suddenly thrust into the role of leader, Ashe made the difficult decision to follow her childhood vision instead of seeking the revenge she craved.

With her vision of peaceful unification, Ashe's tribe swelled, becoming the largest in the Freljord. Now known as the Avarosan, they stand together with the belief that a united Freljord will once again become a great nation.

"One tribe, one people, one Freljord." -- Ashe



Figure 3

Arthas (Warcraft)⁷

Arthas, Crown Prince of Lordaeron and Knight of the Silver Hand, was the son of King Terenas Menethil II and heir to the throne. He was trained as a paladin but later became one of the most powerful and evil beings.

Arthas was a man of action. He was an inspiring leader, leading his men by example. In conversations with other characters, he appeared witty and easy-going, yet able to hold true to his decisions and make others accept them. Arthas also has a strong sense of loyalty to his men and his kingdom.

He always sought the approval of others (such as his father) and often felt underappreciated. His intentions were good, but the Lich King exploited those faults and desires as soon as he took up Frostmourne.

After the death of his father, Arthas claims he no longer feels remorse, shame, or pity.

I would gladly bear any curse to save my homeland. -- Arthas



Figure 4

⁶ Photo and revised text from <http://gameinfo.na.leagueoflegends.com/en/game-info/champions/ashe/#champion-lore>

⁷ Photo and revised text from http://wowwiki.wikia.com/wiki/Arthas_Menethil

Lara Croft⁸

Tomb Raider (2013)

Lara is the daughter of famous British archaeologist Richard Croft. During her teenage years, she often accompanied her parents on expeditions and decided to study archaeology at the famous University College of London.

Lara is originally a bookworm – a very serious student, who didn't seem to fit in well with her peers. She is a loner and feels uncomfortable when people are paying attention to her.

Her father mentored her for years in field skills: mountaineering and rock climbing, beginner first aid and the basics of archery, firearms handling and wilderness survival.

Young Lara experiences huge enormous growth in character on Yamatai, an island of thousand dangers and horrors. It reveals her to herself as she discovers just how strong and amazingly capable she really is.

'I had to kill some of them; I had no choice (...) It's scary how easy it was.' -- Lara



Figure 5

Ezio (Assassin's Creed)⁹

Ezio Auditore da Firenze (1459 – 1524) was a Florentine nobleman during the Renaissance and the Mentor of the Italian Brotherhood of Assassins.

Initially, Ezio allowed his emotions to get the best of him, going so far as to disrespect the corpse of Vieri de' Pazzi just after his death. However, Ezio did manage to gain control of his anger and, by the time he had become a Master Assassin, could control it almost completely.

However, by the time Ezio confronted Rodrigo Borgia, he had become more dedicated to his role as an Assassin, ceasing to use revenge as a motivation. He became more focused on instilling a sense of fraternity among his apprentices, and a love of the cultures they would defend from the Templars. He also spared the lives of any targets that he concluded had no need to die.

Ezio was also passionately loyal to his family. He always put protecting his mother and sister above his safety and his allegiance to the Assassins.



Figure 6

⁸ Photo and revised text from <http://www.writeups.org/lara-croft-tomb-raider/>

⁹ Photo and revised text from http://assassinscreed.wikia.com/wiki/Ezio_Auditore_da_Firenze