

How to Use Gaming Technology in the Classroom to

Make Shakespeare Topical, Relatable, and Approachable

Hands-on, interactive workshop to teach Shakespeare in a whole new way.

Theater-based activities help learners connect with complex texts like Shakespeare's, but students can be reluctant to perform in front of their peers. This workshop shows teachers how to use a free digital theatre game called *Play the Knave* to motivate learners. Students read Shakespeare's texts karaoke-style while a motion-capture camera lets them control their avatars' movements on a virtual stage.

Workshop participants try out one of our lessons and discuss how it can be adapted for their own classroom use. The lessons explore violence in the tragedies and in students' own communities today.

- *Romeo and Juliet* (domestic and/or gang violence)
- *Macbeth* (psychology of violence or gender stereotypes around grief)
- *Hamlet* (impulsive violence or vigilante justice)
- *Othello* (alcohol abuse or domestic violence)



playtheknave.org



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Free
workshop at the
Shakespeare Association
of America conference
Sat. April 13, 2024, 9am-12pm
Hilton Downtown Waterfront
Register at:
Shakespeare@olemiss.edu

Teach critical reading, writing, and listening skills with a theater-based digital game.

The University of California, Davis, provides teachers with free, ongoing material and professional support when using the game in their classrooms, including free loans of equipment.

Teachers also have the option to receive one Continuing Education Unit (CEU) from UC Davis for their workshop participation