

Personal Learning Checklist: Lara Croft Go Close Study Product



	At end of unit		
	R	A	G
Media Language			
I can describe and explain the narrative ingredients of the game (characters, settings, events, etc).			
I can discuss the visual and aural style of the game and the semiotic codes behind this.			
I can explain the nature of the turn-based puzzling narrative and how it is suited to the mobile game market.			
I can recognise the iconography of herovs villain in the game.			
I can explain the Narrative, Iconography, Characters and Iconography in the game and the codes/conventions it follows.			
I can describe the intertextuality that exists in the game.			
Media Representations			
I can describe and explain the historic and modern representation of Lara Croft (stereotype or subverted stereotype?)			
I can explain how Lara Croft is designed with traditional masculine stereotypes in Action Adventure games.			
Media Audiences			
I can describe and compare the different audiences for the game and the Lara Croft character.			
I can analyse the pleasures and uses that people gain from playing Lara Croft Go.			
I can discuss and evaluate the positive and negative aspects of gaming on audiences.			
I can describe and explain how the game was marketed.			
Media Industries			
I understand what a franchise is.			
I understand the benefits to game designers of being part of an established franchise.			
I can describe the critical reception to Lara Croft Go.			
I can describe whether Lara Croft Go was a commercial success (and compare with success in console market).			
I understand how Lara Croft Go is a multi-platform title and the advantages and disadvantages of this.			
I understand how video games are regulated.			
Historical, Social, Cultural and Political context			
I can compare Lara Croft, Zoella and Kim Kardashian in terms of their influence on female gender identity and power.			
I can explain how the representation of Lara Croft is part of a wider problem with the representation of women in games.			