Parrallel universes

Module II

Course Animation

Topic Animation shape and background
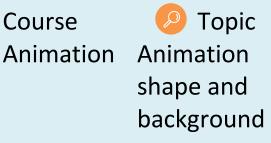
Lesson I

Activity

- **Short Description**: Find a movie or animated content that has parallels with personal and social life, and in this way try to write my own version adapted to my reality.
- **Methodology**: Research-based learning.
- **Duration**: 1h
- **Difficulty (high - medium - low)**: low
- **Individual / Team**: team/individual (max 4)
- **Classroom / House**: Classroom/house
- **What do we need to do this activity?**
    - **Hardware:**
    - **Software:**
    - **Other resources:** pen, paper.

Description

- **Text description**: Find a narrative universe where stories found in the animation of previous activities can fit

Instructions

1. Identify a narrative and technical universe in which close stories could happen.
2. Discuss whether the stories would have a place within that narrative universe.
3. Make an adaptation of a true story into a universe created by other people.

Expected outcomes

• The stories, no matter how close they seem, the animation tool allows them to be framed in different situations and contexts without losing validity.

• Adapting to other universes makes the fictional pact an adaptation and not an imposition.

• The logic and design of movements, and the technique and structure in another narrative universe are understood.

This activity can be used in other (module, course, topic, lesson):

- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 1.1 Browsing, searching and filtering data, information and digital content; **3.1** Developing digital content.

ENTRECOMP (Competences developed): 1.1 Spotting opportunities; **3.1** Taking the initiative.