

Title:	<a href="#">Virtual acting skills</a>
Brief description of clip	Machinima (filming in computer-generated environments) allows us to create recordings in simulated environments that would otherwise be too expensive to visit or to recreate settings populated by actors (using avatars) in order to capture or produce “real-life” situations. The real voices of the actors are used in the filming. In this example great care has been taking with the scripting and post-production to create an interesting example of a role-play scenario which is linguistically accessible to Italian language learners.
Difficulty rating of production (easy/intermediate/complex)	Intermediate to complex
Recommended CEFR level	B1+
Technical details	<p>This example was created using Second Life as part of a collaboration between Marc Meier-Maletz (Marius Madrigal sur SL) and Angela Rizzo as language input for learners. Second Life is a commercial simulated world (SIM). Some universities and organisations have their own areas within this sim where they have built Chinese and Arabic areas for example to support language and intercultural skills development. There are also now many alternatives available to education such as the open source project <a href="#">OpenSim</a> and <a href="#">Craft</a>.</p> <p>The complexity of filming in such environments arises principally from understanding how to capture and edit both the action and the audio. It also takes time to master in world acting skills. However there is an active, international machinima for language learning community and the resultant recordings can provide tailored video for all sorts of lesser taught languages or unusual situations. You may wish to enlist the help of others who are more experienced in such environments and collaborate.</p>

<p>Suggestions (preparation/pre and post activities)</p>	<p>Take some time to explore the existing machinima shared on youtube (see links below). You may well find examples which are ready made and useful in your teaching. This is a much less complex activity. You could also use them in remixing if the sharing rights allow.</p> <p>When planning a recording allow plenty of time to devise a script and investigate your settings and avatars. You can be very imaginative: talking vampires can meet by the Eiffel tower, you can even build your own environment using a sim such as <a href="#">Minecraft!</a></p> <p>It helps to have a fast internet connection and good graphics card/memory on your computer but there are many tips available from the machinima community. Enlist the help of a helpful computer technician if possible.</p>
<p>Ideas for application in different contexts</p>	<p>The video artefacts created using Machinima provide interesting and diverse listening or discussion material. They can also be revoiced or captioned by students but be careful to observe the copyright rules.</p> <p>If you are looking for a demanding task-based project that will increase digital skills and give opportunity for creativity, this may be the area for you.</p> <p>Such a task is suitable even with Primary age students given the right support.</p>
<p>Useful links</p>	<p><a href="#">The making of this example.</a> A presentation by the creators.</p> <p><a href="#">The Camelot project (EU) channel.</a> A collection of webinar recordings about the project.</p> <p><a href="#">The Camelot project: machinima channel.</a></p> <p><a href="#">The Eurocall/CALICO Virtual Worlds Special Interest Group</a></p> <p><a href="#">A basic introduction to machinima creation.</a></p>