

CREATE IT YOURSELF: THE GAME IS STILL ON!



THE GAME IS ON! – CREATE IT YOURSELF!

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A free resource from the makers of *The Game is On!*

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The teaching materials developed to accompany *The Game is On!* are made available under a CC-BY 4.0 licence (a creative commons licence). This means that you can share, remix, adapt and build on this content for any purpose – including commercial purposes – so long as you give an appropriate credit to the authors of the content. You can find out more about the CC-BY 4.0 licence [here](#).

AND THEY LIVED HAPPILY EVER AFTER ... OR DID THEY?

Underpinning all six episodes of *The Game is On!* series is a metanarrative that explores what it means to make and tell stories in public, to others, and to ourselves; in short: what it means to create. However, each episode is presented as a standalone, open-ended 'adventure'. This is particularly true for episodes 1 and 2: after offering various elements of the mystery, these episodes end with Sherlock saying 'Grab your coat, John. The game is on!' – announcing the beginning of a whole new adventure for the great detective and his companion. Episode 3 is less explicit, but its mysterious context and finale leave the door open to follow-on creativity. There is continuity between episodes 4 and 5, but even here what John and Sherlock encounter behind the screen at the end of episode 4, or what happens after they find the boy at the end of episode 5, is only limited by the imagination. Episode 6 offers an alternative finale with an open question: is Sherlock lost in his own fictions, or is Agnes still controlling the narrative? Or perhaps something completely different is going on?

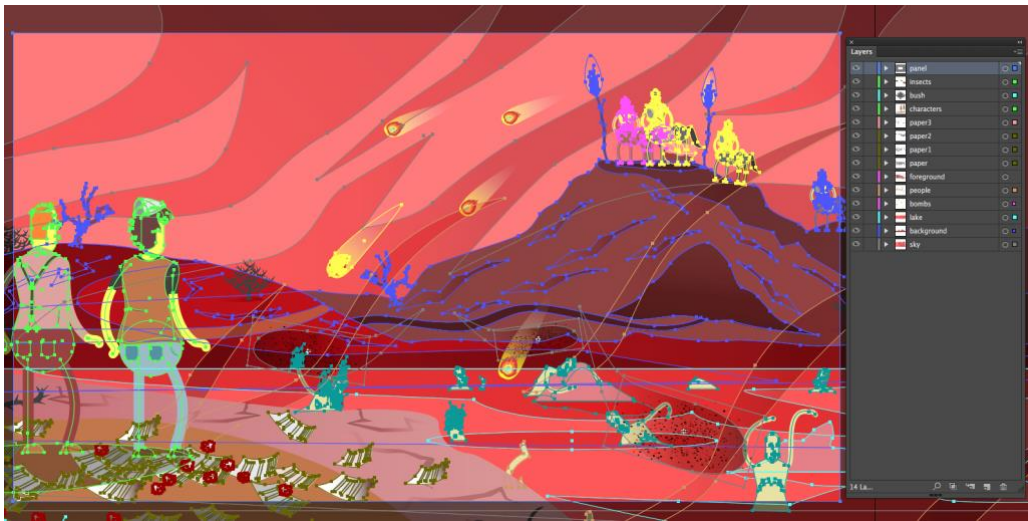
With this activity we hope to encourage students to explore and indulge their creative and imaginative abilities by telling in their own voice how the stories in each episode might continue.

As with *The Game is On!* resource itself, this activity is open-ended and adaptable: how you structure it depends on your learning objectives. Creativity does not require a specific budget or sophisticated technical equipment. All you need to continue those stories are pencils and paper. You might ask your students to imagine the continuation of each episode in the form of a script, or to draw a storyboard for a follow-on animated or live action film. The work created by your students does not even have to be a continuation of *The Game is On!* stories. For example, you could ask your students to create a parody of the series or of one specific episode or scene, using Case File #5 – which explains how copyright law regulates parodies – as part of this creative activity. Or, you can offer the series as a pure source of inspiration to produce something completely different, like a standalone drawing or a collage. The choice is yours.

At the following link you can access the storyboards of each episode, which may provide some inspiration for your students: www.copyrightuser.org/wp-content/uploads/2019/04/TGIO_Storyboards_All.pdf

If you are teaching subjects such as filmmaking or animation, graphic design or video game development, your students could produce new episodes in the series (so long as they have access to cameras and editing software). Students might build upon one existing episode, develop a new episode 7 in the series, or perhaps even a whole new season of *The Game is On!* To help with this, we are happy to provide you with access to the vector files of our character sheets and illustrations (for example, see below), so

that you can edit and animate any element of our graphics. If you are interested in accessing these resources, please contact us at copyrightuserteam@gmail.com



When developing *The Game is On!* we wanted to demonstrate how copyright enables creative possibilities. In adopting appropriation as a creative technique, each of our films speak to the positive, expressive power of the copyright regime by embracing and evidencing the creative reuse of public domain and copyright materials. In short, we have copied. Lots. And, lawfully. Across all six films, in just over 20 minutes, we have copied, borrowed from and been influenced by other people's ideas and copyright works around 500 times (or, on average, approximately twice every five seconds). The works we have borrowed from take many different forms: novels and short stories, paintings, film posters and photographs, melodies and musical scores, television and film, costume and set designs, history, science and academia, real-world copyright litigation, and much, much more.

If you want your students to learn and practice how they can lawfully reuse existing works under UK copyright law, you can use our annotated scripts as part of this activity. In each document, we identify and explain the many and varied sources that have influenced the writing, design, animation and scoring of each film. You can access these annotations and find more information about our approach in Case File #33: <https://www.copyrightuser.org/educate/the-game-is-on/episode-6-case-file-33/>

Moreover, some of our Case Files specifically focus on lawful appropriation and creativity. See, for example Case Files #1, #2, #5, #7 and #16. Drawing on these, alongside our annotated scripts, you can encourage your students to copy, borrow from and be influenced by their own favourite films, songs, graphic novels, video games, photographs, TV series, and so on, when producing their own new work.

If the work produced by your students is made publicly available, we would be grateful if you could let us know by sending a link or a picture to our email address, copyrightuserteam@gmail.com.

Finally, do remember that *The Game is On!* films as well as their accompanying materials are distributed under the Creative Commons Attribution licence (CC-BY), meaning that everyone is free to reuse and modify them as they wish, and distribute their own work without any restrictions. The only thing we ask is that you give appropriate credit to the authors of the resource – Ronan Deazley and Bartolomeo Meletti. For example, if your students make a film using material from *The Game is On!* they might include an attribution line in the credits saying: ‘Based on *The Game is On!* by Ronan Deazley and Bartolomeo Meletti’. You can find further guidance on how to acknowledge your use of *The Game is On!*, as well as other material that features on CopyrightUser.org, here: <https://www.copyrightuser.org/understand/rights-permissions/terms-conditions/>

We believe that creativity should only be limited by time and imagination, and we hope that this resource will inspire new generations of creators.

The Game is On!

a web series produced by



for



with the support of

