

Sheet

“Role-playing Chat”

“TheBest” is the class / group chat, the kids do not know each other very well yet, but Paul is enterprising and he has immediately created the chat to exchange information.

One day Lucy, who is downtown with her boyfriend, posts on the chat a selfie portraying her boyfriend and her in front of a pastry shop to show that she is happy and she is having fun.

Some comments, however, are not positive ...

Roles:

- Paul: he created the chat for class / group communications, but he doesn't want people to send personal texts, therefore he gets angry with Lucy as he thinks she used the chat in the wrong way.
- Jack: he likes girls and Lucy is definitely cute, he hoped she was free and he is disappointed to know she has a boyfriend, then he writes some sarcastic comments on the couple.
- Steve: he hopes the chat is an opportunity to become all good friends. He will try to mediate among different positions.
- Monica: she likes to be the center of attention and she is a bit annoyed that Lucy has shown off herself. She tries to get noticed by others.
- Sheila: she is very careful about the look and she is always critical on how others get dressed.
- Joey: he uses a very aggressive language and argues about anything and with anyone.
- Lucy: she was having a great time with her boyfriend downtown and she just wanted to share it with the class / group, she didn't think her message could attract so many criticisms.

ROLE-PLAYING – SOME SUGGESTIONS

Role-playing means to play an invented character by inserting it in a certain context. Put simply, it means to “recite”, forgetting that part of us that is “the player”. In role-playing character and player are two completely different people who never interact and whose worlds never get in contact.

Nobody wins. It is a storytelling and cooperation game. The purpose is to have fun to invent a story all together.

Participants have to act as their character would act. Likes or dislikes of real life should not affect the game.

Insults between characters are not prohibited as long as they are not offensive to the player instead of the character!

Participants have to remember that what is told or done belongs to the simulation, it is told and done to the character played and not directly to participants.