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VR Game Design
Viking Saga: The Myth of Loki and the Deadly Mistletoe

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天主教輔仁大學英國語文學系學士班畢業成果

ENGLISH DEPARTMENT, FU JEN CATHOLIC UNIVERSITY GRADUATION PROJECT 2022

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Introduction

This semester, our class work with another class to produce a project related to the Viking Age through a Metaverse tool: Mozilla Hubs. Metaverse is the next level of Internet revolution, many immersive collaboration platform were created online. Getting familiar with different forms is significant for everyone in this generation. Since Metaverse offers unprecedented interoperability to the audience through hosting conferences, classes, and exhibitions, it might be the potential tool to be widely used in future teaching field. Our group tends to provide a game-based learning for middle school students. They can use Mozilla-hubs to navigate in the virtual world and get more close to Metaverse and their imaginary world. At the same time, making them more engage into the learning materials and be more familiar with one of the stories about Baldur in Norse mythology and Viking saga is our ultimate goal, too.

VR Game Design

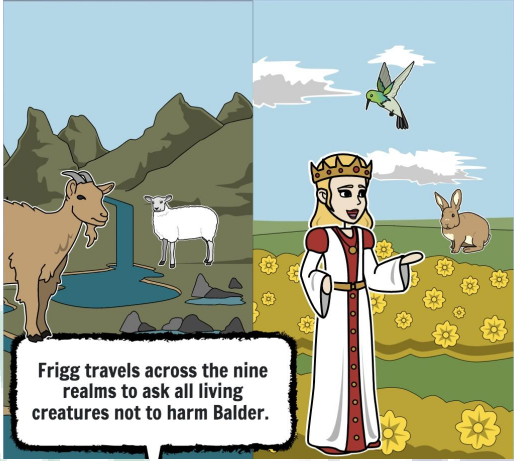Student ID: 408110077   Name: Silvia Shen 沈晨宇   Group ID: Group 1

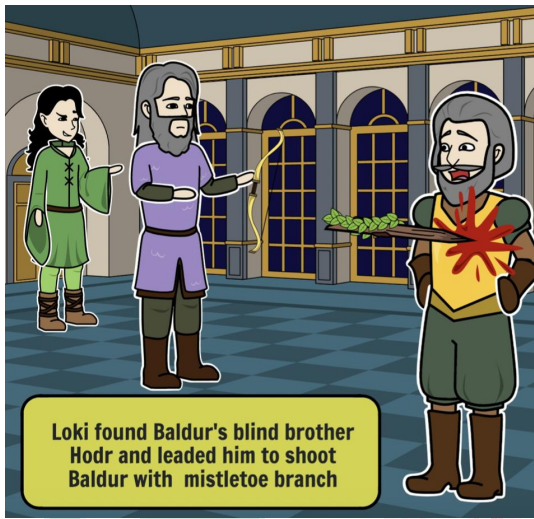| Topic	Report on Viking Saga (The myth of Loki and the deadly mistletoe)	Teammate(s)	408110443 Vivian Lin 林子殷 408110405 Anna Kan 甘宜平 408110297 Sylvia Tu 涂孟涵 408110522 Ivy Liao 廖悅如 408110077 Silvia Shen 沈晨宇
Theme	● The struggle between morality and sin ● The conflict between good and evil	Background	To find a new and understandable way to tell Norse Mythology.
Target Users	Middle School Students		
Objectives	1. To provide a game-based learning for middle school students 2. Students can use Mozilla-hubs to navigate in the virtual world 3. Make them more engage into the learning materials 4. Make the target audience be more familiar with one of the stories in Norse mythology and Viking saga		
Character(s)	Odin(King of Asgard), Frigg (Queen), Baldur, Hermod The Queen of Hel, Loki		
Plot	Baldur, the god of truth was the gentlest and most beloved being in all of Asgard. But he had been plagued by a visions foretelling his own imminent death. Queen Frigg determined to protect her son so she travelled across the nine realms, begging all living things not to harm Baldur.After she completes the mission, she heads back, and holds a party celebrating Baldur being safe from now on. After a few rounds of drinks, they even start to throw things towards Baldur to test his immunity. However, since Loki figures out that the queen didn't visit mistletoe, so he thought it is the weakness of Baldur. Loki leaded Baldur's blind brother Hodor to shoot Baldur with mistletoe branch and soon Baldur died. After Baldur's death, a hero called Hermod decide to take Baldur home alive. The queen of Hel told Hermod, if he could prove that every living thing is mourning for Baldur's death then she promise to relinquish the soul of Baldur. He begged every		

	creature the Queen once met. However, Loki disguised as a ferocious giant, and refuse to mourn for Baldur. He simply ignore the begging of Hermod. Later, Loki couldn't help but laugh. He transformed into a salmon when the laughter was found out by Hermold. When he thought that he had successfully escaped from the hunt, Thor arrived and caught him on site. All the gods and goddesses decided to put Loki forever bound in a cave with a serpent dripping venom onto his body until the end of the day.
Game Play and mechanics	Method: Our group plans an exhibition about The Killing of Baldur in Norse Mythology. The audience can follow the guide and visit three scenes orderly (Forest - Castle -Forest). Setting: Choosing a right venue is the key to making sure that the exhibition is successful, so our group chooses to put this exhibition in a forest.

Storyboard

Scene	Image		Sound
	Screen shot	Description	Narration/ Sound effect/ Background music
1-1		Scene 1: Forest This is the first important plot in our project and based on this story, we designed the first scene in our exhibition to mock the story up, making the audience experience the real process of visiting creatures just like the Queen did for her son, Baldur. Plot: Queen Frigg determined to protect her son so she travelled across the nine realms, begging all living things not to harm Baldur.	None
2		Scene 2: castle We try to make it another room for exhibiting. At the Corner of the wall, we can go back to the forest and continue the exhibition. Plot: Baldur never suffer from nightmare anymore so in the palace the queen organized a banquet. Since Loki figures out that the queen didn't visit mistletoe, so he thought it is the weakness of Baldur. Loki leaded Baldur's blind brother Hodor to shoot Baldur with mistletoe branch so soon

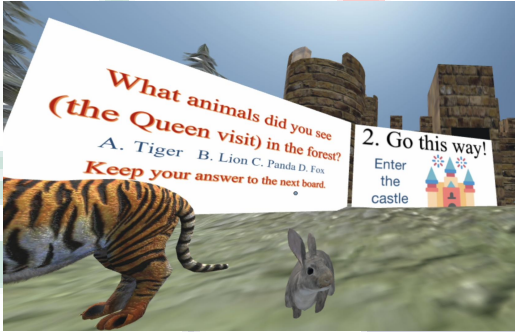|		
	Loki found Baldur's blind brother Hodr and leaded him to shoot Baldur with mistletoe branch	Baldur died.
3-1	if you can prove that every living thing is mourning for Baldur's death then I promise to relinquish the his soul / Please return the soul of Baldur	Scene 3: Forest Plot: After Baldur's death, a hero called Hermod decide to take Baldur home alive. The queen of Hel told Hermod, if he could prove that every living thing is mourning for Baldur's death then she promise to relinquish the soul of Baldur.
3-2	Loki accidentally exposed himself with laughing. He transformed into a salmon and escaped. / HAHAHA	The end point of our project. There is a salmon displayed at the end of this exhibition. Plot: Loki couldn't help but laugh. He transformed into a salmon when the laughter was found out by Hermod. When he thought that he had successfully escaped from the hunt, Thor arrived and caught him on site.

QC Checklist

Student ID 408110077   Name: Silvia Shen   Group ID: 1

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
1	When the audience answer question by themselves and bear the answer in mind, then they can jump to scene 2			Interactive Question: We put this question in the end of the first scene after our audience seeing all the animals that we displayed. Our question is ＂What animal did you see(the queen visit) in the forest?＂ and provide four options. As for question designing, according to the story, Queen		pass

				Frigg visit every creatures except a mistletoe in the forest, so if we ask "what animals didn't you see" would be misleading. But we finally fix this problem by designing the question in this way.		

Programming Journal

Date: June 25   Student ID: 408110077   Group ID: Group 1

1. Project goal/ scope.

   Our goal is to make our audience be familiar with one of the stories in Norse mythology and Viking saga. What's more, we want to provide a game-based learning experience for students and let them use Mozilla-hubs to navigate in the virtual world.

2. My task(s)

   I am responsible for two main parts:

   1. Flowchart making
   2. Mozilla Space designing and presenting

3. Progress.

#.	Task description	Done
1	Flowchart making	Done
2	Mozilla Space designing	Done
3	Mozilla Space presenting	Done

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	The story we applied to our project is too long and relates to too many characters	We choose to make this story an exhibition by putting the storyboard in order so that the tour for the audience won't be too long and they are not forced to watch it.
2	Some 3D models are too big	When we press "publish" in Mozilla Spoke, we are able to see the size of the whole work. We choose to delete the objects that are too big to make sure that our work won't be overloaded.
3	Our scene is setting outdoors, so for Mozilla Spoke, we need to start from scratch and build all the things by our own.	We enter Sketchfab and select 3D models by ourselves.

5. Lesson(s) learned.

  a. From trial and error

  At the beginning of the course, I was new to these multimedia, so I really worried that whether I can handle them well. However, throughout the semester, I found that I can deal with them easily. Being more familiar with these tools was not the result of one assignment, but many. Practice really help me to overcome difficulties in using different multimedia. The missions that Dr. Lynn Chou provides us really trained my ability effectively.

  We didn't do that well on JigSpace part so we try hard on building space in Mozilla Spoke. Also, I really appreciate Dr. Lynn Chou's comments on each homework we did. We can see what we did well, and what we need to avoid in the future. I think our ability to process information has improved enormously.

  b. From team member(s)

  I learned a lot from my teammates.

  First, I have learned how to manage my time for this project, focus on the task in front of me, and take opportunities to discuss with my group members. Throughout class discussions, I was able to understand the views of other group members. For example, our topic is different from other groups. They each show one aspect of Viking Culture with a broad topic, however, our group focus on a famous Viking myth, which is a certain story. So our decision of choosing patterns really has some limitations, but luckily, through discussion, we find a way to present and design our space in Mozilla Spoke. It shows that our group is able to deal with difficulties well by exchanging views.

  c. From other team(s)

  Other groups did a great job on the final project. I appreciate their hard work on their project. For instance, some groups also make this project an exhibition, such as the Viking Raid exhibition and Viking god exhibition. We are able to compare and contrast our work with their production and know what to improve. Another thing is that we can see different creative work from other group and see more interesting work made by Mozilla Spoke.

6. Most impressive conversation/ event.

  I remembered the comments that Dr. Lynn Chou provided us on our final presentation. Since we have three scenes in this project. From Scene 1 to Scene 2, we switch the scene from the forest to the castle. Although we put some furniture in scene 2, this scene is not fully used. Dr. Lynn Chou suggests we design it better in order to motivate the audience to visit and make that scene more like a room in the Viking period. I think feedback from teacher is valuable for us because we can refer to it and revise to make a better project.

Your work including StoryMap, JigSpace, and Mozilla hubs. Please screen capture your work and give brief description.

StoryMap Link: https://arcg.is/1G90vX0
JigSpace Link： https://link.jig.space/t6zhZem4Kob
Mozilla Hubs Link (forest): https://hub.link/9wBzVMJ

StoryMap (fig 1,2)
We made a website by StoryMap focusing on Viking People's eating and drinking habits.
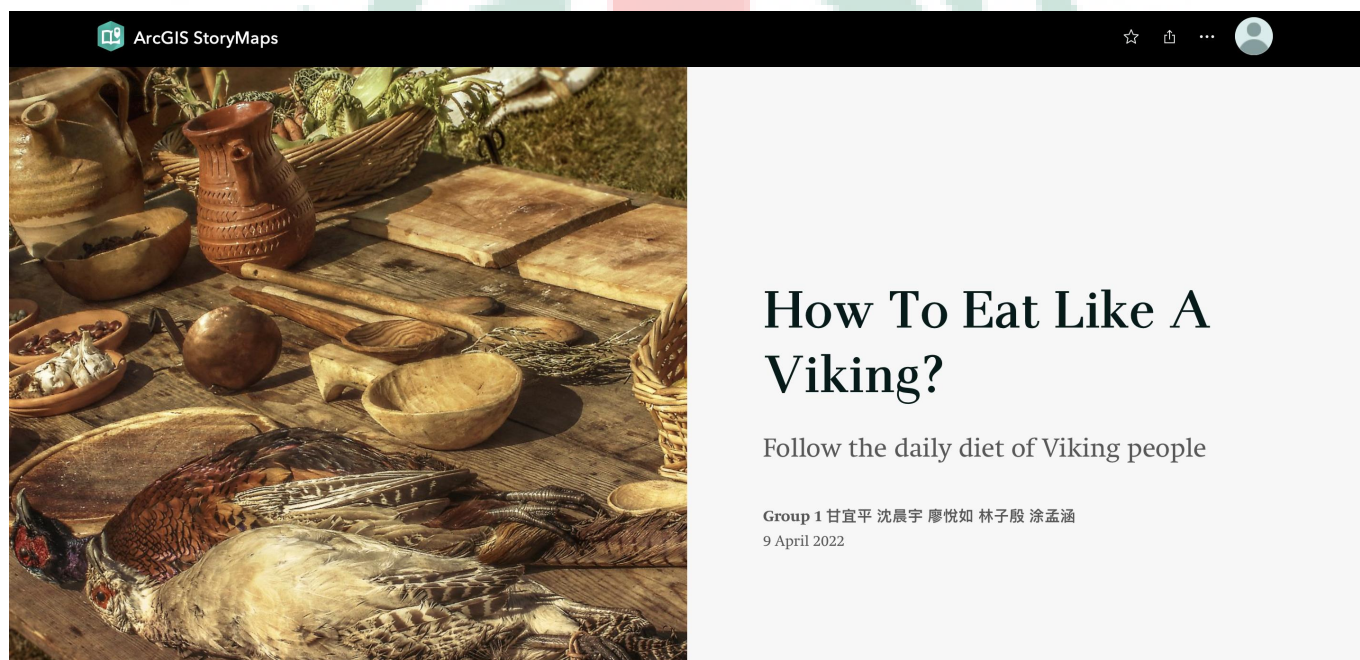
Fig 1

Beer and mead in the Viking period

Beer and mead are associated with the Viking period. Beer was made from barley. It was consumed in large quantities, because water could be dangerous to drink in the Viking period. Therefore both weak and strong beer was produced. The weak beer could be consumed by children, as well as adults. It quenched the thirst after the salty Viking food had been eaten.

Field of barley. Photo: Peter Leth.

The Vikings drank strong beer at festive occasions, together with the popular drink of mead. Mead was a sweet, fermented drink made from honey, water and spices.

Wine made from grapes was also known of, but had to be imported, from France, for example. It was thus a luxury product, which only a few wealthy individuals could afford.
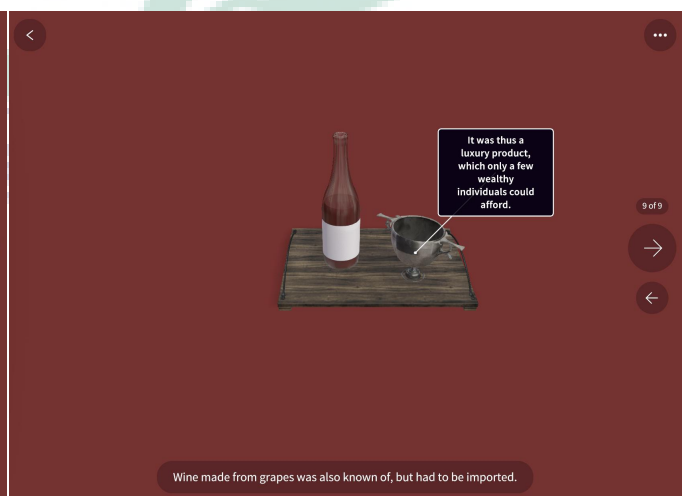
Fig 2

JigSpace: (Fig 3,4,5)

Description: Our topic is mainly about Viking food, and I'm responsible for introducing popular drinks, so in this part, I put a wine bucket in it and introducing three important wine in the Viking Age: Beer, mead and red wine.

(fig 3,4,5)

Mozilla Hubs:

Description(fig 6): This is the aerial view of our design. In Mozilla Space designing, we choose to put the exhibition in a real forest in order to engaged the audience in a real scene in the myth.
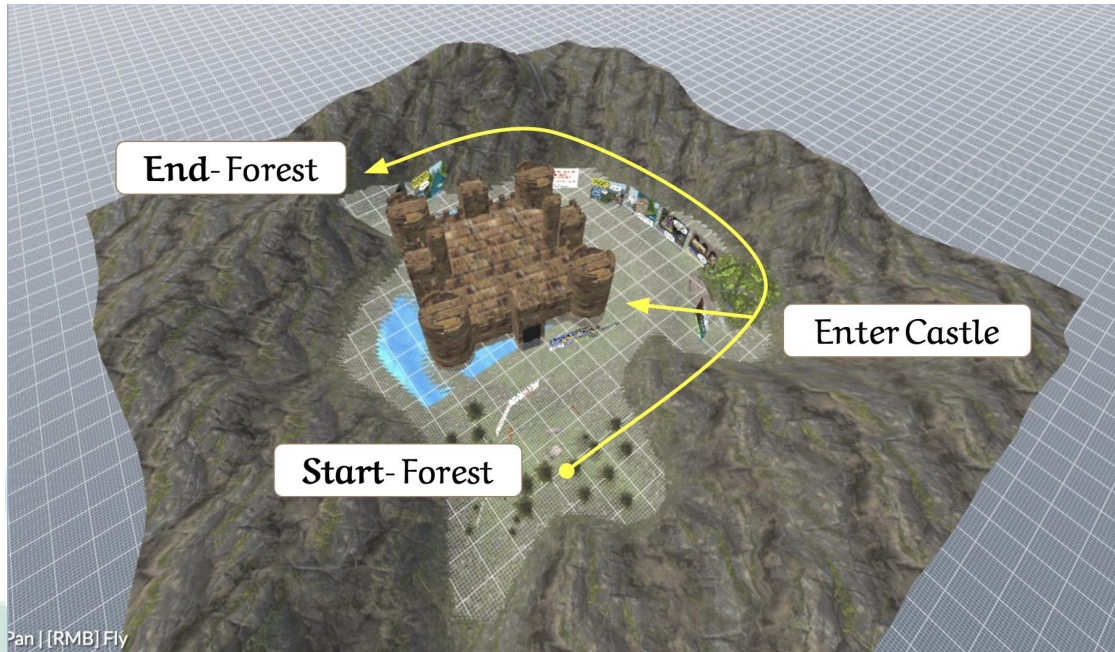
(fig 6)

Description: (fig 7)

The audience will start from a corner in the forest (Scene 1) to experiencing what Queen Frigg had done for her son Baldur.
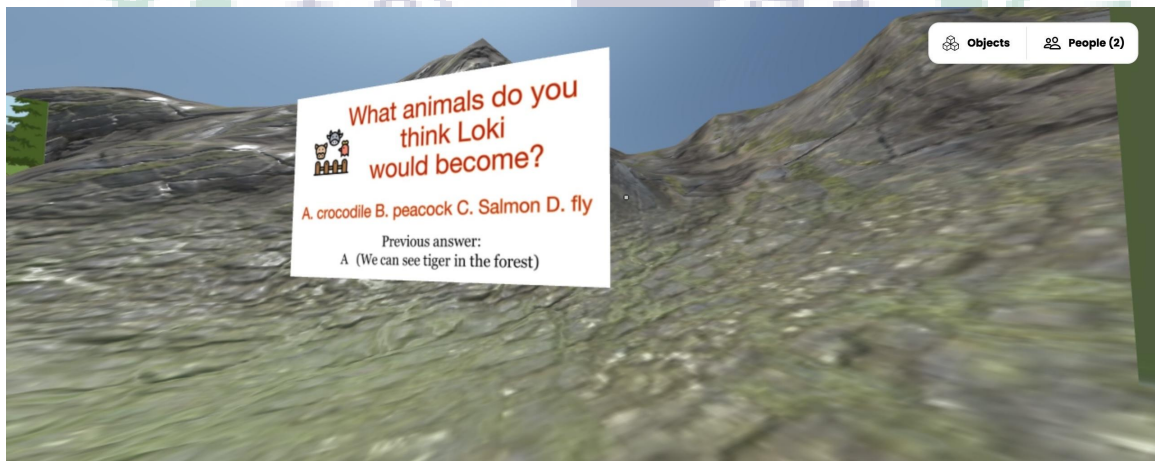

(fig 7)

Description: (fig 8)

Then they can enter the castle, which exhibits some furniture in Viking period and telling the story in the banquet.

(fig 8)

Description: (fig 9)

Our second interactive question related to the plot: What animals do you think Loki would become? We also provide the answer for the first question.
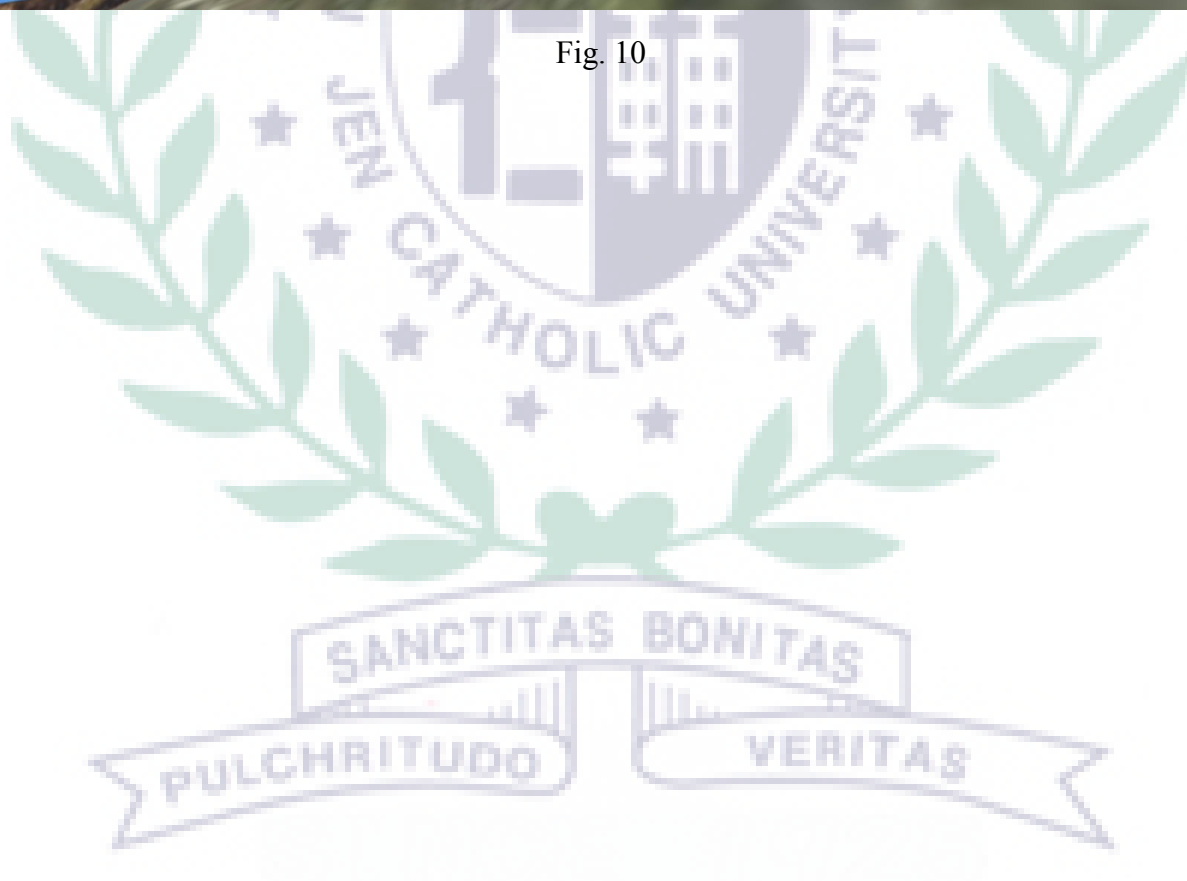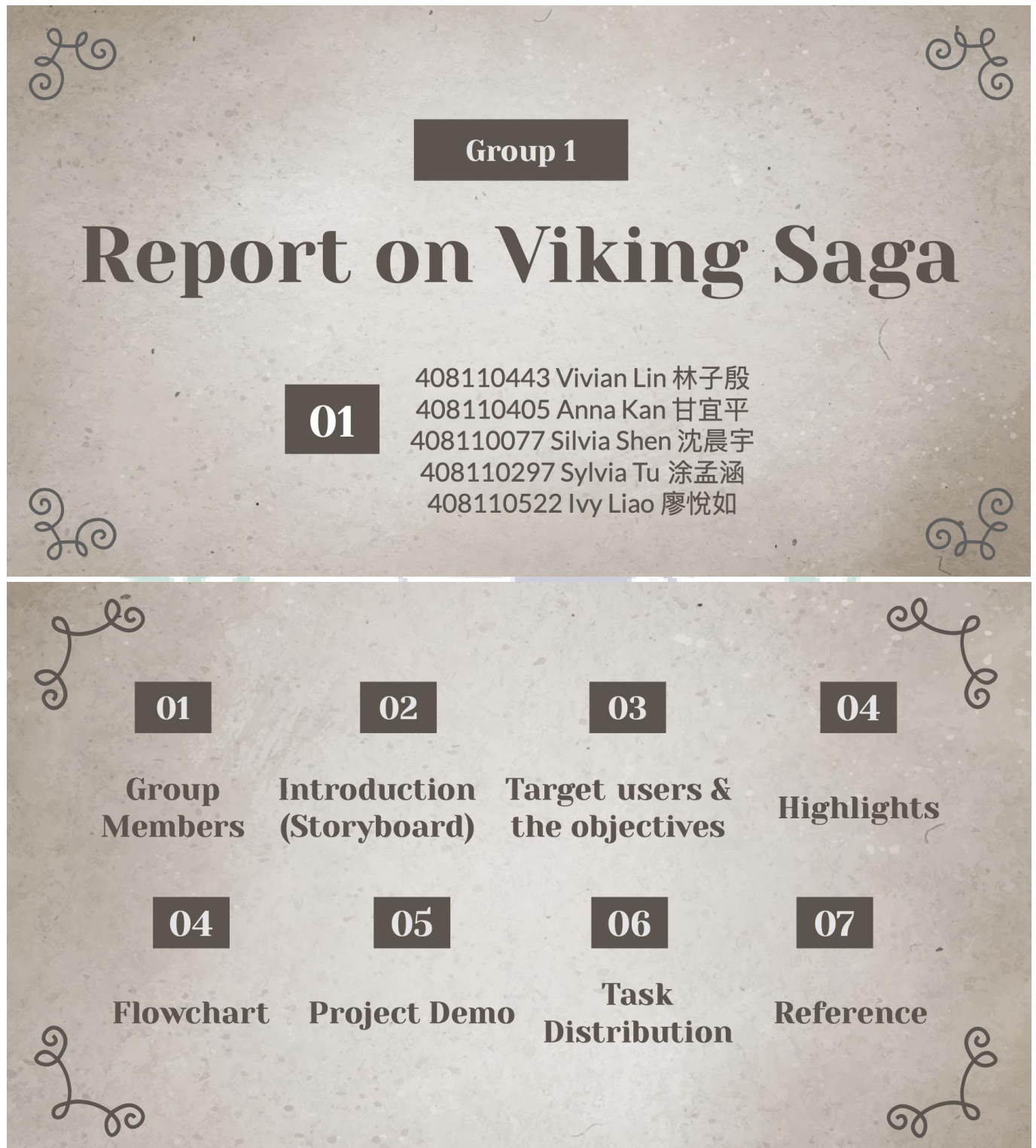

(fig. 9)

Description: (fig 10)

The last scene of our project, showing the ending and answer to the previous question.
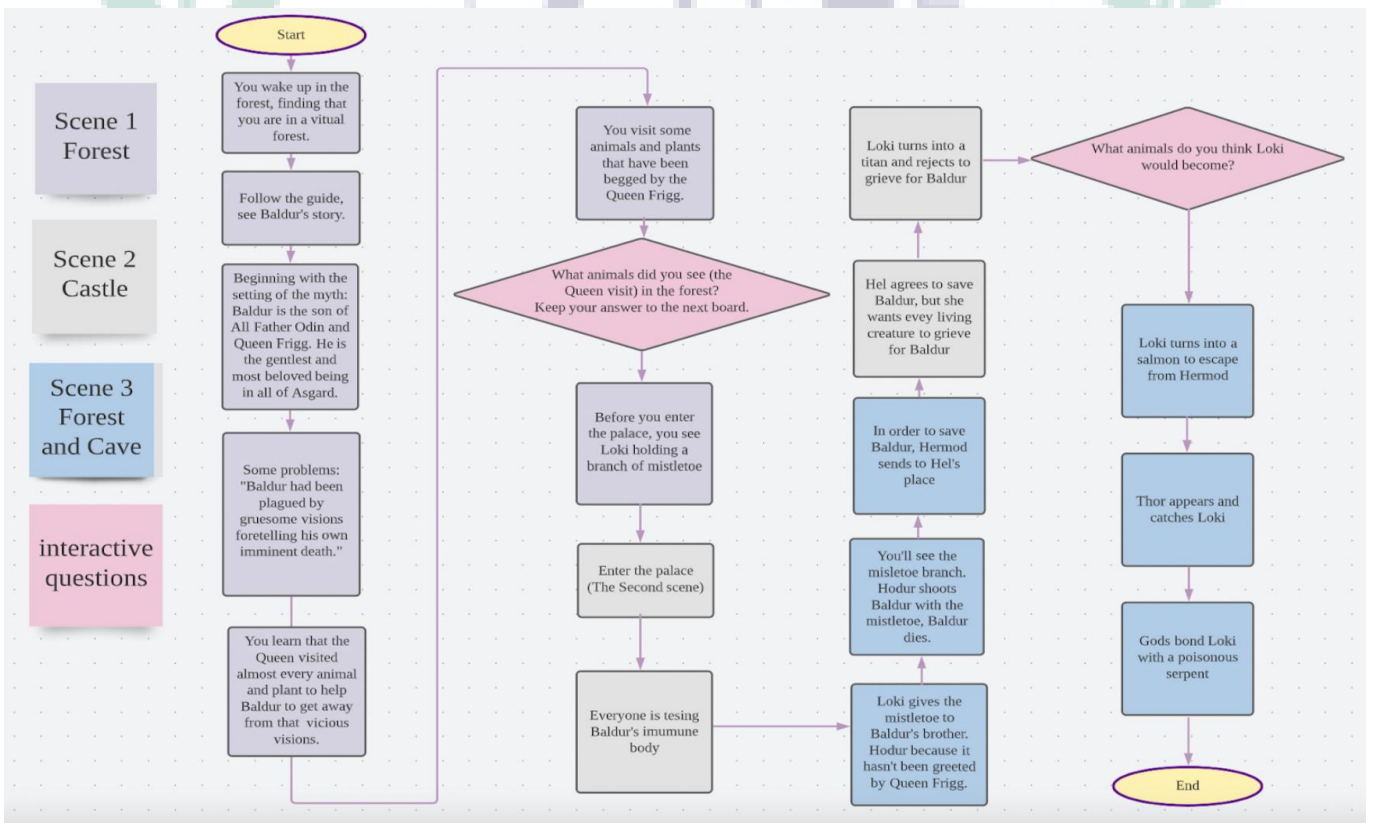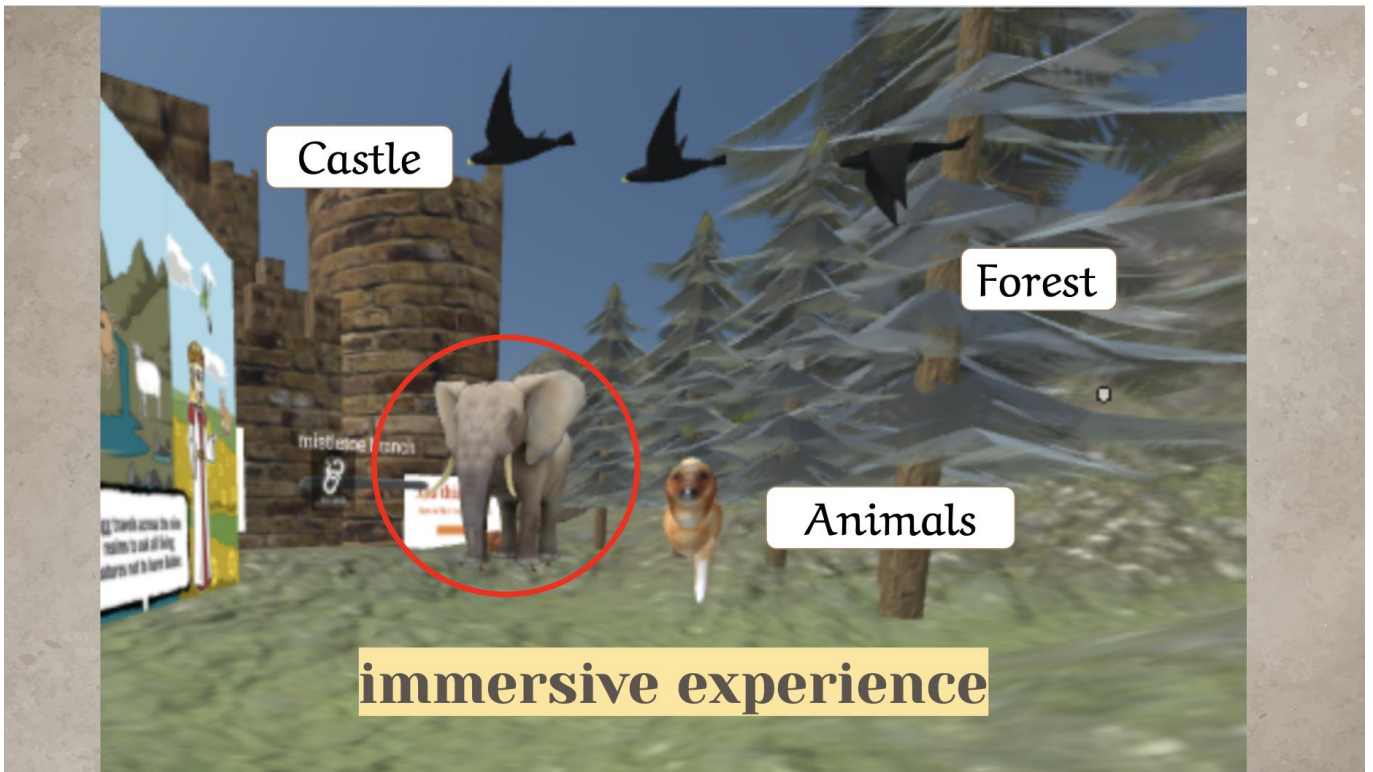

Fig. 10

Final presentation PPT

Reflection and future study

I think I should be well out of my comfort zone so that I can learn more technological things (apps or platforms). Mozilla hubs is a good tool to process information, by turning long sentences into a immersive activity. I will use Mozilla Hubs in the future if I need to teach others because I think this is a good platform to convey knowledge and ideas by giving a tour to the audience. If possible I also want to know more about Metaverse tools in the future.

Reference

Iseult Gillespie, *The myth of Loki and the deadly mistletoe*.
https://www.youtube.com/watch?v=8Poklx9Ifz4&feature=youtu.be
The Death of Baldur, https://norse-mythology.org/tales/the-death-of-baldur/