

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 2023

指導教授：周德嫵老師

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

SANCTITAS BONITAS

PULCHRITUDO

VERITAS

學生：林子殷撰

Vivian Lin

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Viking Saga: The Myth of Loki and the Deadly Mistletoe

Vivian Lin

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Introduction

(Please briefly talk about the background of the project, your motivation of designing this project, and the objectives of it).

For this project, we worked with Group 7 from the Viking course that our professor also teaches. Their midterm presentation topic is about the Viking myth of Loki and the Deadly Mistletoe. In their presentation, they introduce the characters and their relationships with one another in the story. They also explain the plot of the story in detail, and we were very intrigued by how interesting and engaging the story was. We also really wanted to try and tell the story in our own way, and to experiment with the different functions of Mozilla Hubs that could help us retell the story. Another reason we chose to work with Group 7 was because one of our group members, Sylvia Tu, was actually in Group 7 from the other course. Thus, we thought that it would be interesting to work with someone who was already familiar with the topic and that we could potentially make the best out of this project with such a group member. Our objectives are to experiment with game-based learning, encourage students to use Mozilla-hub to navigate in the virtual world, create own teaching materials and make them more immersive and fun, and become familiar with one of the stories in Norse mythology and Viking saga.



VR Game Design

Student ID: 408110443

Name: Vivian Lin

Group ID: Group 1

Topic	Viking Saga: The Myth of Loki and the Deadly Mistletoe	Teammate(s)	Silvia Shen, Sylvia Tu, Anna Kan, Ivy Liao
Theme	Viking saga, weakness, disguise, karma	Background	We worked on this topic because we were very intrigued by the story of Loki, and we wanted to try and tell the story in our own way through Mozilla Hubs.
Target Users	Middle school students		
Objectives	<ol style="list-style-type: none"> 1. Experiment with game-based learning 2. Encourage students to use Mozilla-hub to navigate in the virtual world 3. Create own teaching materials and make them more immersive and fun 4. Become familiar with one of the stories in Norse mythology and Viking saga 		
Character(s)	Loki, Baldur, Frigg, Hodur, Hermod		
Plot	<p>Baldur is the gentlest and most beloved being in all of Asgard. He is the son of Odin and Frigg. He is the god of truth, the god of light. But he has been plagued by visions foretelling his own imminent death. Queen Frigg is determined to protect her son, so she travels 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 Balder being safe from now on. After a few rounds of drinks, they even start to throw things towards Balder to test his immunity. Loki disguises himself as an old woman and approaches Frigg. He then finds out that Frigg begged all living creature except a mistletoe branch. Loki leads Baldur's blind brother Hodur to shoot Baldur with the mistletoe branch. Baldur dies. A huge funeral is held. Hermod, the warrior god, shows up in front of the weeping crowd, and gives his word to take Baldur home. The queen of Hel tells Hermod that if he could prove that every living thing is mourning for Baldur's death then she promises to relinquish the soul of Baldur. Within nine days and nights, Hermod spread the news of Baldur's death to every living thing. Without so much surprise, all the living things cry as soon as they learn of the sad news about Baldur. However, Loki disguises himself as a ferocious giant, and refuses to mourn for Baldur. He simply ignores the begging of Hermod. Loki can't help but laugh. He transforms into a salmon when the laughter is 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 decide to put Loki forever bound in a cave with a serpent dripping venom onto his body until the end of day.</p>		
Game Play and mechanics	<p>We put together a tour for the website users that introduces the story of Loki and Baldur to them by lining up the storyboards that we designed for this project in chronological order. On each storyboard, we put down a picture and description of a part of the story. The users then follow the storyboards and read the story. Around the storyboards, we placed down trees and animals so that the users may feel like they are in a forest. In addition to a scene of a forest, we also designed a scene of a castle, and users can enter the castle with the lead of some direction boards we put up. Finally, we also put down two question boards and two corresponding answer boards so that there can be some interaction between users and the website.</p>		

Storyboard

Scene	Image	Description	Sound
	Screen shot	Description	Narration/ Sound effect/ Background music
1 (Forest)		<p>The start of our tour/story. Introduction to characters and relationships. “Baldur was the gentlest and most beloved being in all of Asgard. He is the son of Odin and Frigg. He is the god of truth, the god of light.”</p>	None.
1 (Forest)		<p>Right before the first interactive question that asks which animals the users think the Queen meets in the forest and direction board to lead users into the second scene/castle scene. “Queen Frigg determined to protect her son so she travelled</p>	None.

		across the nine realms, begging all living things not to harm Baldur.”	
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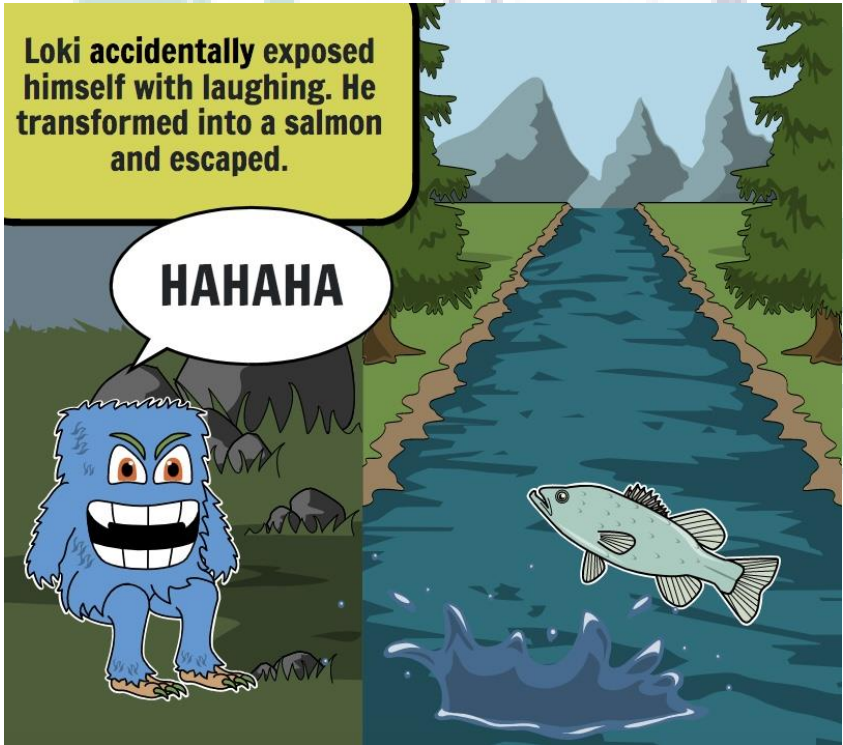
3
(Back to Forest)



Right before the second interactive question that asks what kind of animal the users think Loki would become. “However, Loki disguised as a ferocious giant, and refuse to mourn for Baldur. He simply ignores the begging of Hermod.”

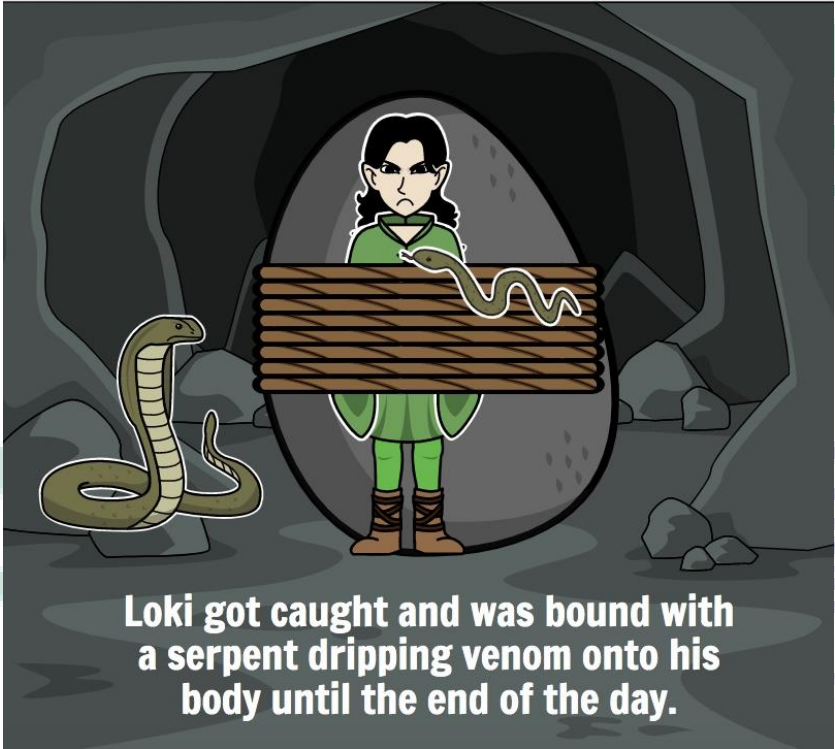
None.

3
(Back to Forest)



Right after the second interactive question and is placed along with the answer to the second question. “Loki couldn’t help but laugh. He transformed into a salmon when the laughter was found out by Hermod. When he thought that

None.

		<p>he had successfully escaped from the hunt, Thor arrived and caught him on site.”</p>	
<p>3 (Back to Forest)</p>	 <p>Loki got caught and was bound with a serpent dripping venom onto his body until the end of the day.</p>	<p>The ending of our story/tour. “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.”</p>	<p>None.</p>





QC Checklist

Student ID: 408110443

Name: Vivian Lin

Group ID: Group 1

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
1	Follow the direction board and enter another space (the castle)		Yes	Sometimes the space won't load properly.		Pass
2	Re-enter the forest space from this corner of the castle space.		Yes	Same as above.		Yes.



Programming Journal

- Articulate your thoughts
- Free up your mind and improve your concentration.
- Records the history of your progress and development

Date: 2022/05/30

Student ID: 408110443

Group ID: Group 1

1. Project goal/ scope.

With this project, I want to familiarize myself with the functions of Mozilla Spoke, and to use what I have learned in class to put together an aesthetic and informative online space that allows users to learn effectively.

2. My task(s)

1. Create the flowchart of our project along with two other members of the team, Silvia Shen and Anna Kan.
2. Discuss with one another and designed the interactive activities/questions that appear on our Mozilla space, and also the different scenes that the users will walk through, such as the forest and castle.
3. Rehearse and present our target users, our objectives, the highlights of our project, and also our flowchart.

3. Progress.

#.	Task description	Done
1.	Create the flowchart of our project along with two other members of the team, Silvia Shen and Anna Kan.	We are done with linking the plot in chronological order. We still have to come up with interactive activities.
2.	Discuss with one another and designed the interactive activities/questions that appear on our Mozilla space, and also the different scenes that the users will walk through, such as the forest and castle.	We have decided that we will include two immersive scenes in our space, one being a forest and the other being a castle. Still need to come up with interactive questions.
3.	Rehearse and present our target users, our objectives, the highlights of our project, and also our flowchart.	Flowchart and Mozilla space still need revision. Done rehearsing the other parts.

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1.	No easy way to find and place down the different characters and background objects to represent different scenes.	Try to exhibit important/essential objects in the background while telling the story through storyboard images.
2.	We couldn't access the same Mozilla Spoke account at first.	Find out that it is because the account needs a phone number verification, so we told Sylvia Tu, who created the Mozilla account, and she verified the log-in requests for us. We finally got in and could work together.
3.	Didn't know how to incorporate interactive activities into our project due to the limitations of Mozilla Spoke.	Came up with questions, the answers of which users could look for. The question boards also will guide the users to follow the right route and find the answers to them near the end of our tour.

5. Lesson(s) learned.

a. From trial and error

I sometimes wanted to place bigger objects or too many objects down in Mozilla Spoke to make the space look better, but it would cause problems such as slowing down the loading of our space in Mozilla Hubs. However, after a few more tries of picking out objects of lower resolution that still looked decent and cutting down on the number of unnecessary objects, I finally got the space to load more smoothly.

b. From team member(s)

I learned that communication is extremely important when working together, and we solved many problems that we encountered by communicating with each other. I also learned many new ways of thinking of solutions to problems, thanks to the creativity of my group members. I believe great communication is what helped us solve most of our problems when creating the flowchart and designing the space.

c. From other team(s)

Other teams used unique and clever ways to present their content, such as displaying important information and objects like they were showpieces in a museum. Our group actually wanted to do a similar thing in the beginning, but we ended up ditching the plan. Therefore, it was definitely interesting to see how designing the space as a museum worked out from another group.

6. Most impressive conversation/ event.

We originally were stuck on how we were going to present our story, but soon two group members pointed out that we could just focus on showcasing only a few objects while telling the story with the storyboards we created. It was a great idea as we would then be able to fit our whole story into our Mozilla Hubs space while still putting down some 3D objects.

Your work including Storymap, Jigsaw, and Mozilla hubs. Please screen capture your work and give brief description.

Storymap: Link: <https://arcg.is/1G90vX0>



How To Eat Like A Viking?

Follow the daily diet of Viking people


Group 1
2022年4月9日

Our Cover Page and Title

["Fat" is Life](#) [The Location of Vikings](#) [A typical Viking meal](#) [Bread and porridge in the Viki...](#) [Beer and mead in the Viking pe...](#) [Fruit and berries in the Vikin...](#) [Meat and fish in the Viking A...](#) [Preparation of meat](#) [Con](#) →

"Fat" is Life

The Viking Age was not a time in which to worry about the fat content of food. The Vikings needed all the energy that they could get in the form of fat – especially in winter. Meat, fish, vegetables, cereals, and milk products were all an important part of their diet. Sweet food was consumed in the form of berries, fruit, and honey. In England, the Vikings were often described as gluttonous. They ate and drank too much according to the English.



We put a navigation bar at the top of our website, and when users scroll down, they can still see and access the navigation bar. This makes it easier for them to click on the sections of our website they want to view. We also used the title, text, and image functions to present our content.

The Location of Vikings

The Vikings originated from the area that became modern-day **Denmark, Sweden, and Norway**. They settled in England, Ireland, Scotland, Wales, Iceland, Greenland, North America, and parts of the European mainland, among other places.



Map function to show the users the locations of Viking origins more clearly



Bread

Rye, in particular, was used for making sour dough bread – a coarse bread, quite similar to today’s Danish rye bread. At this time wheat was a rare cereal crop and a luxury product preserved for the rich.

Flat breads were also baked. These small breads were made of flour, eggs and water. Honey made the breads tastier. They were baked in a pan or grilled over the fire. It was not until the end of the Viking period that ovens were widely used in the household.

Side Car function to allow the users to scroll down and learn more about the different kinds of Viking food while reading text and looking at an image at the same time.



Porridge with onions and pork.

The Vikings had several options, when it came to making porridge. It could be made from barley, oats, buckwheat or millet. They mixed berries and apples into the porridge to add sweetness. Porridge was typically part of the daily food intake, especially that of the poor.

Jigspace:

Link: <https://link.jig.space/t6zhZem4Kob>



The Vikings drank milk from cows, as well as from goats and sheep.



The Vikings conserved some of the milk in the form of cheese and butter. These milk products were an invaluable source of fat during the long winters.

Introduction of dairy products the Vikings consumed with a simple text explanation and corresponding 3D objects.

Mozilla Hubs:

Link: <https://hub.link/9wBzVMJ>

The start of our tour/story. Storyboards to tell story lined up in order.



First interactive question. Direction board to lead users into the castle scene.



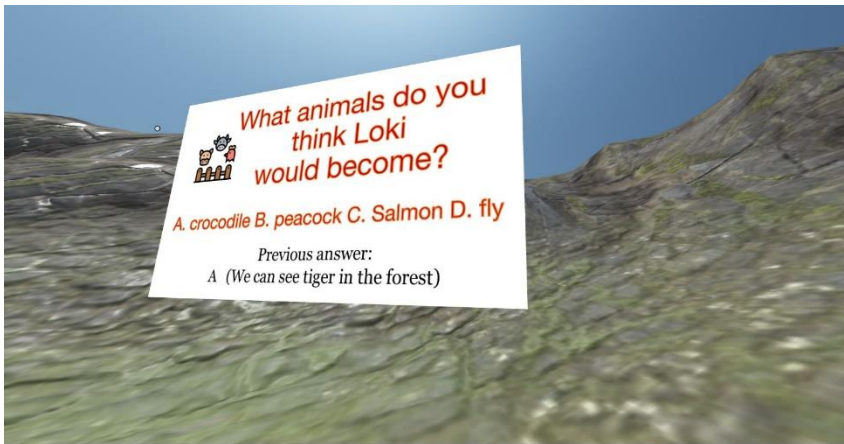
Display important objects (mistletoe branch, funeral boat)



Inside the castle: other Viking objects (axe, horn, shield)



Second interactive question with answer to the previous question.



Answer to the second question and final storyboards that tell the ending of the story.



Final presentation PPT

[G1 Viking Saga - Google 簡報](#)

Reflection and future study

Through this semester, I learned how to use different tools and software to present informative materials. From the Storymap project, I learned more about the varieties of Viking food and also how to use different functions like the map tool, side car, and image/video insertion to make our website look more aesthetically appealing and the content easy to read. From the Jigsaw project, I learned how to convert the textual information from our Storymap website to an AR game. I got to know about different websites, such as Sketchfab, that provide many realistic and useful 3D objects. Finally, from the final Mozilla Hubs project, I learned to cooperate with my group members through communication and sharing of ideas. I also learned how to place 3D objects into a virtual space to create an immersive space for users to explore and learn from. Overall, these projects helped me improve my skills to apply multimedia software to the process of both learning and teaching, and also to work with a team. I also learned a lot from other teams' presentation of their topics and works. For future study, I might look into other Viking myths and compare the different stories, drawing both similarities and differences in them. I will also try my best to use the tools I learned from this semester to present my comparisons.

References

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McCoy, Daniel. "The Death of Baldur." *Norse Mythology for Smart People*, norse-mythology.org/tales/the-death-of-baldur/

