

'Act Act Shakespeare Revolution'  
A Videogame Adaptation of Hamlet  
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Shakespeare is not simply about reading the play, but about hearing it and speaking it – it is about acting. Acting is about bringing yourself into the mind of the character and bringing that character to life, not in a British accent, but through speaking from the heart. To teach Hamlet is to teach presentation. *'Act Act Shakespeare Revolution'* (title pending), is a game for the Nintendo Wii that will allow players to experience this firsthand.

Players take the role of a character from *Hamlet*. Characters are represented by a Mii or other customizable character. Note that a male player is free to play a female role and vice versa: after all, Shakespeare was originally acted entirely by males, and a game need not be limited by gender prerequisites.

Players act out a scene by speaking their character's dialogue into a microphone. As the Wiimote does not have a built-in microphone, an adapter will be used that plugs in to the Nunchuck port. Other characters are performed either by other players or by prerecorded dialogue. Dialogue is presented on the screen in reverse karaoke format, with each word highlighted only as the player comes upon it according to his or her pace rather than at a predetermined rhythm to allow more expression. The program will take into account the voice's intonation and pacing and also detect the player's emotions through the tone of his or her voice. The Mii will respond by changing his or her facial expression to match. A playback of this performance may be recorded.

The game also uses the Wiimote as a prop. The Wiimote becomes a hand, a sword, a letter, or a skull, and the Mii responds through the motioning of the Wiimote. Based on the player's gestures with the Wiimote, the Mii will respond in kind, performing dramatic movements corresponding with those of the player, such as sword thrusts. For sword fight sequences, players can either develop their own fights or act out choreographed battles. At the end of the play, all the Mii's walk on stage and bow to a thunderous applause and tossed roses.

Points are awarded based on not only how accurately the player pronounced the dialogue, but on variety of intonation, emotion, and gesture. The game thus does not score based on whether or not the player has a British accent! In this manner, players are encouraged to think about how the characters might act but also to have fun and experiment. In addition, players can divide up into teams, competing for the best performance through different acts or amongst each other in a single scene.

In this manner, *Act Act Shakespeare Revolution* functions as a friendly way of playing Shakespeare where players experience the play through the minds of the characters. It is a game that can be enjoyed by the whole family, not simply by fans of theater or academics and thus brings the plays of the illustrious Bard to modern audiences.