ARIS Game Task

'Heroes or Villains of the Grimwade Collection'

Ian Potter Museum of Art

Task Outline

**AIM:** To create a game using the ARIS application exploring the history and art of the Grimwade collection. You will research a character and respond through the creation of your own ARIS game/quest.

**Step 1** Choose ONE of the following characters to research, were they a hero or a villain?
- Ned Kelly (Glenrowan)
- John Batman (Melbourne)
- William Buckley (Geelong)

**Step 2** Complete the research grid, gathering research from a variety of sources.

**Step 3** Reflect on the Grimwade ARIS game, what did you like about it? What would have made it more fun to play? What do you think makes a good game? What kind of game would you like to make? (quest, amazing race, treasure hunt etc.)

**Step 4** In your groups complete the game plan for your game based on the information you have discovered about you character.

**Step 5** Use the media kit provided containing multiple artworks from the Grimwade collection to create your game by making characters and items and placing them on the map.


**Step 6** Play your game on your excursion to the location you have created it on the map! Enable ‘quick travel’ in ARIS if an excursion is not possible.