

## Workshopping DVD, CD AND GAMES Covers

### Lee Burton

**Choose a range of DVD or other covers, suitable to the age group and younger.** Choose a range of time periods and genres and if working with senior secondary students, Art House Films and alternative TV shows. Try to include titles they will not be familiar with. Remove all discs from the covers.

**Divide class into groups of 3-4 and distribute 1 cover per group.**

Give out feedback points and allow time for the group to take notes. You may wish to create a sheet that is appropriate to the age group that allows them to take notes alongside the questions.

#### Group Discussion and Notes

Look at the cover, both front and backs and inside.

When was this Film/TV program, CD or game produced? What are the Indicators (actors, settings, performers, style of design etc).

Is this the original cover or a “modern” version? If you have seen the film/TV program or know the performers or the game, how well does the cover represent the original product?

#### **The front**

- What does the rating mean?
- Who are the audiences for this product? How are they signalled?
- What clues do you get from the title and the picture on the front?
- What is featured on the front? Comment on the genre/characters/actors/colours/logos/settings/locations/text/captions/symbols/reviews/awards etc...
- What images/colours/text dominate?

#### **The back and inside**

- What have you learned from any blurb?
- What other features are on the back and inside? Why?
- Who produced the product? (major Hollywood studio, Independent production company, Asian, European, ABC or BBC TV, music label, games company etc)

Would you choose this product based on this cover? Why/Why not?

Allow groups to present their feedback and to take feedback from the rest of the class.

#### **Ask**

- What are the differences between a book cover and these covers?
- Do you choose books to read by their covers?
- What else do you do when picking up a book to review it?
- Does it make a difference when deconstructing/looking at a cover whether you have seen the film/TV program before, heard the music, know the game or read the book or a review?

#### **Create a DVD cover years 5- 12**

Students then work alone or in small groups to create their own DVD or CD cover. The cover can be created using heavy paper and art materials, PowerPoint or software. **Kahootz** is a great tool to use and the cover can move!

Some ideas:

The DVD or game version of a book : Give a title and each group creates a cover in a different genre: An imaginary Film or TV show starring them: A spoof of an already existing film: A cover for a older film or TV program that hasn't been released on DVD- eg. A "B" film (good for secondary students- they can research titles on the Internet etc...).

### **Text to Screen Further Ideas**

Students develop a DVD or other media concept from a favourite text. These could include comics, web sites, songs or books.

Students visit the **website** for the text. What opportunities are there for interaction and activities? Design a fan site for your media concept.