

[VIDEO CLIP]

Shannon: you ready to play?

*Rob: I'm ready to play. I'm excited. We've seen then end of the last game.
We've a fair recap of the story. Oh, let's go.*

[INTRO SLIDES]

[TEARS OF THE KINGDOM LOGO]

The Legend of Zelda: Tears of the Kingdom is the 19th entry in the *Zelda franchise* (not including HD remakes and rereleases) and is sold exclusively for the Nintendo Switch. It was released on May 12, 2023. It is a direct sequel to the 2017 game *Breath of the Wild*.

[RATINGS SLIDE]

It has received critical acclaim across the board, nearly perfect scores on every forum.

In it, you play as Link [PICTURE OF LINK] the hero, who must find the princess, Zelda [PICTURE OF ZELDA] and save the world from an actual incarnation of evil, Ganondorf [PICTURE OF GANONDORF].

And the way that I'm going to see this game for the first time?

[ENGAGEMENT PHOTO]

Is by watching my fiance, Rob play through it.

[PHOTO OF ROB]

He's a life long Zelda fan, and has always enjoyed playing these games, so I'm excited to hear what he has to say about it and what he can tell me about how he learns during this game.

[QUESTIONS SLIDE]

A few of my central questions to this case study have to do with how a learner stays motivated outside of a classroom space and how do video games like Tears of the Kingdom facilitate learning?

[SCROLLS THROUGH MAP PICTURES] And since this game is massive, and I mean *massive*, I can't watch Rob play the whole thing—at least, not for the purposes of this case study anyway.

[*TEARS OF THE KINGDOM* LOGO]

For this case study, I'm going to watch Rob attempt to do one task of his choosing, but that might be harder than it looks. Here's some footage of Rob trying to help one creature in this game.

[VIDEO CLIP]

Who knows, maybe he'll get lucky—like he did in this next clip.

[VIDEO CLIP]

Who knows, explore my case study, and we'll find out together.