**Collaborative Counting Game script and video description**

**An instructional Gacha video co-created by Finn Ratford (aged 9), Ada Ratford (aged 6) and Lady Kitt (aged OLD)**

**Voice over artists: Sarah Li (aged 26) and Edwin Li (Eleventy Oneteen)**

**Commissioned by NewBridge Projects for Collective Studio 2020-21**

**Part of “Together-ness Tools”**

**a series of ideas for being close whilst socially distant**

**Video description: Four and a half minute long, stop frame animation video, created using digital animation platform Gacha**

(Two animated Gacha characters Star and Luna, stand slightly apart in an interior setting with wooden floorboards and grey walls. There’s a black board, clock, small table and video camera in the room. Luna is the taller of the two, with bright white skin and bright blue hair. Star is shorter with brown skin, pink hair, rosy cheeks and wide eyes. Speech appears as text in speech bubbles as well as being spoken by voice actors. Stars voice is squeaky and child-like, Luna’s is a little lower, maybe slightly more mature, with a hint of a Liverpool accent)

Star: I’m Star

Luna: and I’m Luna

Star and Luna: and we’re gonna show you how to play a game!

(pause)

Star: Right, rmm like, what happens in this so called “GAME”?

Luna: it’s for people who are meeting online.

The group collaboratively counts from 1- 5 in 1 number increments,

without pre deciding who says what when.

Star: inrce…. Say what now?

Luna: increments- like steps you know 1,2,3…

Star: oh right yeah- just say that then.

Luna: So, anyone can say a number at any time, BUT if two (or more) people say the same number at the same time, the game starts again from 1.

Star: I do NOT get this game

Luna: That’s ok, let’s just give it a try and see what happens. You go girl.

Star: 1

Star: 2

Star : 3

Luna: 4

Luna and Star: 5

(star picks up a chair and throws it at Luna)

Star (audio- a beeeeep sound! Star’s speech bubble is full of #s %s and other signs to indicate swearing)

Luna: STAR!!! We’ll have to edit that bit out.

Star: What happens now?

Luna: We start again.

Star: 1

Star: 2

Star : 3

Star and Luna: 4

(pause)

Star: 1

Star: 2

Luna : 3

Luna: 4

Star:5

Star: SMASHED it!!! We could count up to 10 now or 20 or 155!!

Luna (sounding doubtful): we could….

Star: So, like that was mega fun, but really what’s the point- why bother sis?

Luna: It’s for people who are meeting via video conferencing, but want to feel connected to each other

Star: So like, (sounds hesitant) team work?

Luna: Yup, that’s it. It’s good for getting an idea about who is maybe a bit shy and who likes to shout out all the time…STAR!!! (the word “Star” is written in a bright red spiky speech bubble)

Star: Yeah, whatevs!

(the screen is suddenly full of error messages for a couple of seconds. Neither character seems perturbed by this)

Luna: Also, if people are talking over each other in video chats, it’s often because there’s a time lag between devises. This game can help everyone get used to that. AND it’s amaze for training ourselves to read non-verbal cues in a group.

Star: great game. BO-RING, explanations.

(screen goes fuzzy. Green text reads “no signal”)

hey sis, read this (blue light emanates from Stars hand, whooshing towards Luna. Audio plays a “whack” sound)

Star and Luna: The Eeeeeeeeeeeend

(screen shows white text reading “thankchu for watching the end”. The screen goes bright green, a series of brown and beige animated cats, roll across it, while hyperactive xylophone music and cat sounds play briefly. Screen goes to black. White texts read “music by Sarah Li”)