

## How the inventor of Mario designs a game

Shigeru Miyamoto is one of Nintendo's most important and successful designers. He is the man behind games like Donkey Kong, Mario and The Legend of Zelda. In this video from Vox they explore his design philosophy.

### Introduction Question

What is 'fun' for you?

What is your all time favorite game?

Do you enjoy video games? Why or why not?

How much do you spend on video games? Which form of entertainment do you spend the most money on?

What can video games teach?

### Listening Questions

What type of person does Miyamoto say he is?

What is the first thing a game needs? Why?

What story was the original Donkey Kong based on?

What was Mario's original job and names?

What was different about Miyamoto that made his game design different?

Why is the first level of Super Mario so iconic?

Why are controllers so important to enjoying a game?

Why had people stopped playing Mario?

What has always been Miyamoto's design philosophy?

### Discussion Questions

What did you study at school that is still useful today?

What do you own that you feel is well designed / badly designed?