



Nintendo Reveals Reasons Behind Super Mario Galaxy Movie's Fast Pace

Description

Nintendo's Shigeru Miyamoto has explained why The Super Mario Galaxy Movie has a fast pace. Some viewers have said the film, which lasts about 90 minutes, does not give them much time to relax. This quick pace was a deliberate choice by the team.

In an interview with Nintendo Dream, Miyamoto discussed the film's jokes and fan service, as well as the run time. He mentioned that the staff at Illumination, the animation studio, know more about Super Mario than he does. The goal was to create a film that keeps both children and parents interested, which is why it moves quickly.

Miyamoto described their method of storytelling. He said they make the movie using small pieces, with 30 segments of three minutes each forming the entire film. He compared this approach to his own style, where he avoids unnecessary content but does not remove much either. This technique results in a film that is "incredibly dense" with action.

Miyamoto also considered the experience for parents who take their children to the cinema. He wanted to create a movie that keeps everyone engaged, so he believes the fast-paced 90 minutes is a good decision. Recently, he addressed some negative reviews the film has received. There are also hints that Nintendo may use Princess Peach's backstory from the film in future games.

Vocabulary List:

1. **pace** //peɪs// (noun): speed at which something happens or moves
2. **deliberate** //dɪ'lɪbərət// (adjective): done on purpose after careful thought
3. **segments** //ˈsɛgmənts// (noun): smaller parts that make up a whole
4. **dense** //dɛns// (adjective): having a lot in a small space
5. **engaged** //ɪn'geɪdʒd// (adjective): interested and paying attention to something
6. **backstory** //ˈbæk.stɔːri// (noun): past events that explain a character

Comprehension Questions



Multiple Choice

1. What is the runtime of The Super Mario Galaxy Movie?
Option: 60 minutes
Option: 75 minutes
Option: 90 minutes
Option: 120 minutes
2. Who explained the fast pace of The Super Mario Galaxy Movie?
Option: Satoru Iwata
Option: Shigeru Miyamoto
Option: Masahiro Sakurai
Option: Reggie Fils-Aimé
3. How many segments make up The Super Mario Galaxy Movie?
Option: 10 segments
Option: 15 segments
Option: 30 segments
Option: 45 segments
4. What did Miyamoto compare his storytelling approach to?
Option: Jazz music
Option: A puzzle
Option: His own style
Option: A video game
5. What does Miyamoto aim to achieve with the movie's pacing?
Option: To make it longer
Option: To keep children interested
Option: To create a slow narrative
Option: To avoid engagement with parents
6. What studio produced The Super Mario Galaxy Movie?
Option: Pixar
Option: Illumination
Option: DreamWorks
Option: Studio Ghibli



True-False

7. The film lasts about 90 minutes.
8. Miyamoto believes the movie is too slow-paced for children.
9. The goal of the movie is to keep only children interested.
10. The movie is structured with segments of five minutes each.
11. Miyamoto's storytelling technique includes removing a lot of content.
12. Rumors suggest Nintendo may incorporate Princess Peach's backstory in future games.

Gap-Fill

13. Some viewers feel the film does not give them much time to relax because of its fast pace, which was a deliberate choice by the team and lasts about _____ minutes.
14. Miyamoto mentioned that the staff at Illumination know more about _____ than he does.
15. The movie is made up of _____ segments of three minutes each.
16. Miyamoto aims to engage both children and _____ with the film.
17. Miyamoto compared his storytelling approach with a technique that keeps the film _____ dense with action.
18. There are hints that Princess Peach's backstory from the film may be used in _____ games.

Answer

Multiple Choice: 1. 90 minutes 2. Shigeru Miyamoto 3. 30 segments 4. His own style 5. To keep children interested



6. Illumination

True-False: 7. True 8. False 9. False 10. False 11. False 12. True

Gap-Fill: 13. 90 14. Super Mario 15. 30 16. parents 17. incredibly 18. future

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