



Nintendo Reveals Reasons Behind Super Mario Galaxy's Fast-Paced Movie

Description

Nintendo's Shigeru Miyamoto has provided insight into the rapid pace of The Super Mario Galaxy Movie, highlighting its significance in audience engagement.

Some viewers have raised concerns that the film, with a runtime of approximately 90 minutes, leaves little room for breath, presenting a barrage of events. However, Miyamoto indicated that this intensity was a deliberate choice. In a recent interview featured in Nintendo Dream, he discussed the inclusion of jokes and fan service and confirmed that the film's swift tempo was purposeful.

Miyamoto noted that Illumination, the film's production team, possesses substantial knowledge about the Super Mario franchise, arguably surpassing his own understanding. He elaborated that the goal was to captivate both children and their parents, an ambition that necessitated a brisk narrative flow. He described a method of constructing the film using smaller segments, likening it to creating 30 units of three minutes each to form the total duration. This approach allows for a tightly woven storyline without unnecessary content, engaging the audience effectively.

Additionally, Miyamoto expressed a desire to avoid scenarios where adults remain distracted while children enjoy the film. He aimed to create a narrative that captivates both demographics, ensuring that parents feel rewarded for their attendance without their children losing interest.

In the wake of critical reviews, Miyamoto has addressed the negative feedback received by the film. Furthermore, indications suggest that Nintendo may utilize the character Peach's backstory introduced in the film for future game developments. What remains to be seen is how these creative choices will impact the franchise moving forward.

Vocabulary List:

1. **runtime** //ˈraɪn,tʌɪm// (noun): how long a film or show lasts
2. **barrage** //bəˈrɑːʒ// (noun): many things happening quickly one after another
3. **deliberate** //dɪˈlɪbərət// (adjective): done on purpose and not by accident
4. **tempo** //ˈtɛmpoʊ// (noun): the speed or pace at which something happens
5. **captivate** //ˈkæptɪ,veɪt// (verb): to attract and hold someone's attention
6. **segments** //ˈsɛgmənts// (noun): smaller parts that make up a whole



Comprehension Questions

Multiple Choice

1. Who provided insight into the rapid pace of The Super Mario Galaxy Movie?
Option: Shigeru Miyamoto
Option: Reggie Fils-Aimé
Option: Bill Trinen
Option: Satoru Iwata
2. What is the approximate runtime of The Super Mario Galaxy Movie?
Option: 60 minutes
Option: 90 minutes
Option: 120 minutes
Option: 150 minutes
3. Who is the production team behind the film?
Option: Nintendo
Option: Illumination
Option: Pixar
Option: DreamWorks
4. What was Miyamoto's method of constructing the film?
Option: One continuous story
Option: 30 units of three minutes each
Option: A single long movie
Option: Split into episodes
5. What demographic did Miyamoto aim to captivate?
Option: Children and teachers
Option: Adults only
Option: Children and parents
Option: Teenagers
6. What character's backstory might Nintendo utilize for future game developments?
Option: Mario



- Option: Luigi
- Option: Bowser
- Option: Peach

True-False

- 7. The Super Mario Galaxy Movie has a runtime of approximately 120 minutes.
- 8. Miyamoto's goal was to ensure that both children and parents enjoy the film.
- 9. Illumination is less knowledgeable about the Super Mario franchise than Miyamoto.
- 10. Miyamoto included jokes and fan service in the film.
- 11. The film was constructed in a way that allows for unnecessary content.
- 12. Miyamoto expressed a desire for adults to remain distracted while children enjoy the film.

Gap-Fill

- 13. The Super Mario Galaxy Movie has a runtime of approximately _____ minutes.
- 14. Miyamoto aimed to create a narrative that captivates both _____ and their parents.
- 15. The film was constructed using smaller segments, likened to creating 30 units of _____ minutes each.
- 16. Miyamoto's purpose was to keep _____ engaged while ensuring parents also enjoy the film.
- 17. Miyamoto has addressed the negative _____ received by the film.
- 18. Nintendo may utilize the character Peach's backstory introduced in the film for _____ game developments.



Answer

Multiple Choice: 1. Shigeru Miyamoto 2. 90 minutes 3. Illumination 4. 30 units of three minutes each 5. Children and parents 6. Peach

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

Gap-Fill: 13. 90 14. children 15. three 17. feedback 18. future

CATEGORY

1. Sci/Tech - LEVEL6

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Author

aimeeyoung99

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