

**BIGIMOTIK**  
corporate skills adapted for a cosplayer world



# So You Want to Do A Cosplay Skit

## Presentation and Content

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## So you want to do a cosplay skit (Brainstorming Skit Ideas)

Every skit starts with an idea. Sometimes, inspiration will strike and you'll know exactly what to do, while other times, you aren't so lucky. Here are some of the tricks that my husband and I use when thinking of ideas:

### 1. What would some of our favorite characters do in their free time?

For example: What do Shishiwakamaru and The Beautiful Suzuka from *Yu Yu Hakusho* talk about when they're just hanging around as room mates?

### 2. What happens behind the scenes?

Take a really iconic scene and then imagine: what happened right before that moment? What happened right after? What were the other characters doing at the same time?

For example: When Sailor Moon discovers Tuxedo Mask is actually the Earth Prince, what do Queen Beryl's minions have to say about it? What are the Sailor Scouts actually talking about before they go to find Queen Beryl?

### 3. Play the "what if" game.

Play around with the idea that a pivotal moment had not happened or had gone a completely different way.

What if Kamina from *Guerra Lagann* hadn't died? How would Simon have reacted? Or what if Simon from the show (where Kamina died) is now horribly confused because Kamina isn't dead?



### 4. Draw inspiration from western culture

Think about TV shows or games outside of Japan that you could stick the characters into.

How would the crew from *Fairy Tail* do on a show like "The Weakest Link" or "Jeopardy"? What would happen if an episode of *Law and Order* was performed by the cast of *IdolMaster*?

### 5. Re-enact or re-interpret a scene from the show

Don't just do the scene word-for-word. Find a way to make it your own.

For example: Sebastian and Ciel from *Black Butler* have to fight a ship full of zombies. Is there a way to represent that fight in dance form or through a song?

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## So you want to do a cosplay skit (Picking a Concept)

You have a ton of ideas for cosplay skits, but so little time. How do you go about picking one? Easy! Ask yourself these questions!

### 1. Do you have everyone you need?

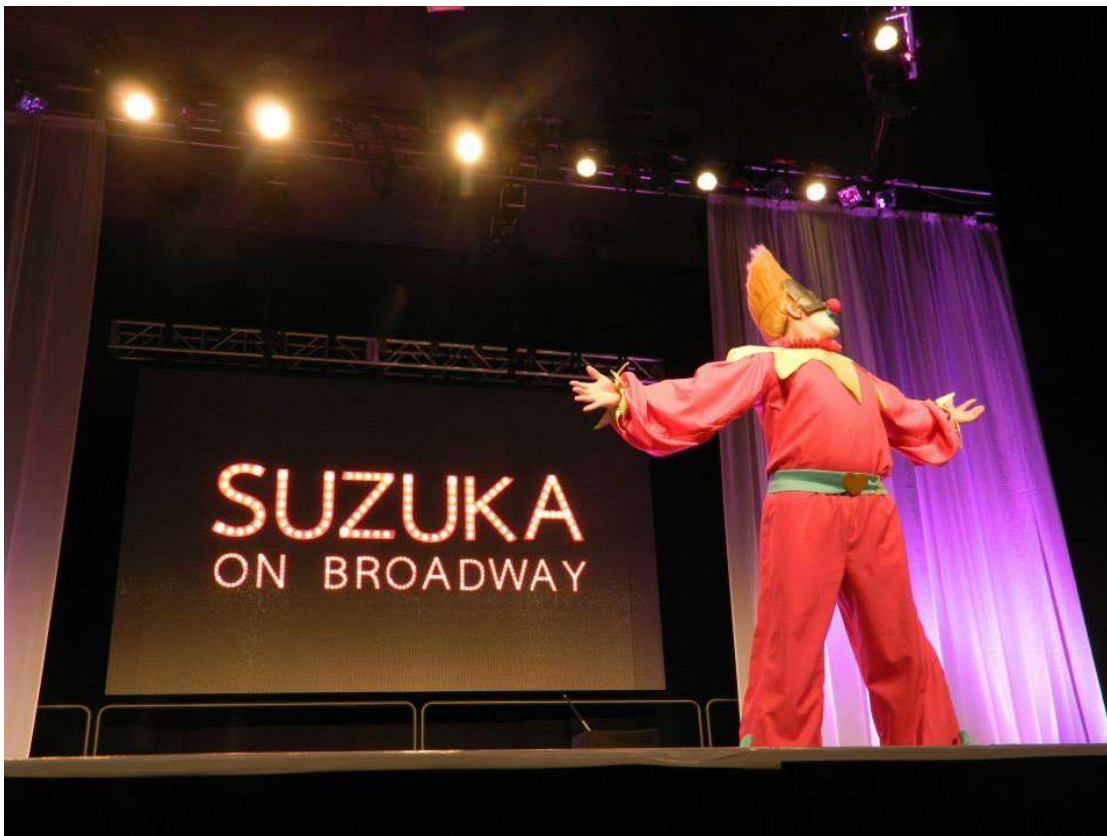
A skit with many characters may take months or years to find everyone and get them on board. Also, you may not be able to find all of the people that you need for your concept. Picking a concept with fewer people is easier to coordinate.

### 2. Do you have time to put this together?

It takes time to put together a solid skit. If you want to put something together quickly, a skit that focuses on dialogue without many audio/video effects will be easier to put together. More elaborate skits or skits where everyone needs to make their costume may need to wait.

### 3. Does this work from a logistical/transport perspective?

If your skit requires lots of big costumes, props, or set pieces, you may want to defer until you find a con that is local enough to transport these items to. Also, not all cons are equipped for elaborate sets or have restrictions on size/number of set pieces. Make sure your skit fits with the con you're going to!



Those are the guidelines that we use when we're figuring out which skit ideas we want to run with for a given con.

Pictured:

*The Beautiful Suzuka  
Yu Yu Hakusho*

Anime Boston 2014  
Novice Division



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## So you want to do a cosplay skit (Writing a Script)

Writing a script that appeals to many is challenging. On average, usually go through several months of rewrites until the script is nailed down. Here are some of the things you should keep in mind when putting together your script:

### **Be aware of time limits**

Most Masquerades restrict the amount of time you have. Sometimes it's based on the number of people, sometimes it's based on experience level. Either way, make sure you're not trying to cram too much into the time you have.

### **Keep in clean**

The Masquerade is usually one of the most-attended events at the convention and frequently has children in the audience. Your particular convention will have rules about what "rating" (PG, PG-13) you are allowed to use.

But when in doubt, leave it out.

### **Avoid inside jokes or obscure references**

Inside jokes or obscure references will be lost on the audience. Use caution when employing memes - you usually want to stick with memes that are current and can be presented well on stage.

### **Assume your audience won't know your characters**

Make sure that your script holds up even if someone doesn't know anything about your character. What assumptions will the audience make just by looking at your character. For example: Lulu from Final Fantasy X might be perceived to be an evil witch because of her clothing.

### **Assume your audience won't know your series**

Avoid making a script that is dependent on knowing the plot of a series. Or, find a way to boil down the elements until they are more general.

For example: In Yamada-kun and the 7 Witches, there are girls with magical powers that are enacted when they kiss someone. There are also a number of conditions under which the powers can be transferred, The audience won't know these details and you can waste a lot of time trying to explain the concepts. Keep it simple: "Girls with magical powers that activate when they kiss someone"

**So those are just some of the things to keep in mind when writing your script.**

### **Use feedback from your group members**

Listen to ideas that your group members have. They may have ideas for lines to include in the script. Keep everyone involved, otherwise they may lose interest if they feel that you're not working with them.

### **Have a lead writer**

It's usually more efficient to have one or two people who work on writing the script and then *get feedback from the rest of the group* when a draft is finished.

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## So you want to do a cosplay skit (Do's and Don'ts of Dance Skits)

I am not going to lie, dance skits are not my thing. But, I have seen plenty of dance skits over the 10+ years that I have been going to cons. So here's my two cents on what makes an interesting dance skit.

### Avoid doing a popular dance

There was a stint where everyone did the *Haruhi* dance and *Caramelldansen*. The problem with doing a dance that everyone knows, is that it ends up being dull or lackluster because there's no element of surprise to keep us interested.

Definitely do not do the *Fortnite* dances – except for satirical purposes.

### Do use popular dances as references

Using a popular dance as an element of comedy can be really fun. It's even better when you do throwbacks to older dances.

For example: my husband and I used part of the *Numa Numa* in one of our skits in 2014. Let me tell you: the audience went bananas.



### Do make use of your talents

Are you a ballet dancer? Are you trained in modern dance? Do you know how to break dance? Leverage these skills when coming up with your skit ideas. Not everyone can do these things. Let your talents shine!

### Do tell a story

Dance for the sake of dance is fine, but the dance skits I like the most are the ones that tell a story. Use the dance to tell us something about the characters. e.g. battle scene, love scene. I usually find myself losing focus if it's just a bunch of people doing a hip-hop routine, unless the choreography is so good and so well executed that I take notice.

### Do rehearse

A lot. I always feel bad when I see a group performing and it's messy or people are looking at each other for cues. Make sure you have time to practice with your whole group.

So dance away, but keep it tight and keep it fresh!





## So you want to make your cosplay skit work for you

This purpose of this guide is to help translate skills you may have acquired by working on cosplay skits into professional examples that you can use during an interview or on the job.

### **Professional Skill:** *Engaging Your Audience – especially for presenting a proposal*

Putting together a skit is not all that different than preparing a proposal presentation. You are enticing the audience to buy in to what you're offering. The same techniques can help you bring your A-Game.

- 1. Shared Experience** - The audience members and you may have a lot in common, but everyone comes with their own experiences. You should never assume that your audience knows everything. Take the time to lay out the agenda, just like you would lay out the story for a skit premise. Don't use abbreviations, code names, or jargon unless you explain what you're talking about!
- 2. Get Feedback** – This is especially important for presentations for proposals, where you are asking for resources or permission to proceed. Apply those feedback-gathering skills to “socialize” or introduce your proposal to your peers, manager, and the stakeholders. This gives everyone the chance to get comfortable with the ideas. By the time you give the formal presentation, everyone will already be onboard.
- 3. Practice Makes Perfect** – You wouldn't go onstage without rehearsing; you shouldn't give a presentation without practicing. At minimum, you should practice once to yourself. Practicing in front of others to get their feedback will help build your confidence and let you work out any kinks in your wording.
- 4. Telling the Story** – Humans love a good story. A skit needs to have a strong beginning, middle, and end – so does a proposal presentation. In fact, it can follow the classic rising action plot flow:

