WORKSHOP ON VIDEO GAMES FOR LANGUAGE LEARNING

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OBJECTIVES

1. To learn about the use of games in the L2 classroom.

2. To learn about the characteristics of video games for education and training.

3. To gain insight in research practices.
CONTENTS

1. ICT in education.
2. Game foundations.
3. Approaches to gaming in education.
4. Practice.
WHY DO WE PLAY?

Games are a form of fun. That gives us enjoyment and pleasure.
Games are form of play. That gives us intense and passionate involvement.
Games have rules. That gives us structure.
Games have goals. That gives us motivation.
Games have outcomes and feedback. That gives us learning.
Games are adaptive. That gives us flow.
Games have win states. That gives us ego gratification.
Games have conflict/competition/challenge/opposition. That gives us adrenaline.
Games have problem solving. That sparks our creativity.
Games have representation and story. That gives us emotion.

WHY DO WE USE GAMES IN EDUCATION?

• Enjoyment and fun as part of the learning process are important when learning new tools since the learner is relaxed and motivated and therefore more willing to learn.

• In simple terms a brain enjoying itself is functioning more efficiently.

• Fun can motivate learners to engage themselves in activities with which they have little or no previous experience.
  Bisson and Lucker, 1996: 109

• Play is an important part of the learning experience. When we enjoy learning, we learn better.
  Rose and Nicholl, 1998: 63
WHY DO WE USE GAMES IN L2?

• Video games improve students' **listening skills in foreign languages**.

• Games improve learners' **communicative competence**.

• **Vocabulary** is better learnt in **context**.

• **Vocabulary** and **grammar** of students playing The Sims **increased** significantly.
POSSIBILITIES

Gaming approaches

COTS

Serious games

Gamification
A **Serious Game** is a game designed for a primary **purpose** other than pure entertainment.

Clark C. Abt (1970) *Serious Games*. University press of America
USEFULNESS

Some of the animations have been developed using motion capture.
Two of Jim’s friends do a bit of shoplifting (small things like sweet bars, Pokemon cards and pens). They ask Jim to join them saying it’s a real laugh and a buzz. Jim’s dad runs a small shop so Jim doesn’t like the idea of nicking from shops.

What should Jim do?

- Say ‘no’ and tell them he thinks it’s wrong
- Go with them and join in
- Go with them and not steal anything
The trainee can choose what actions to perform among a set of possibilities presented by the serious game.

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ENGAGEMENT
**Instructions**

Pick a square on the grid and then answer a question correctly. You will then be told how many steps you are from the treasure.

You win the game if you can find the location of the treasure.
Gamification is a technique that deploys game mechanics in the training realm for better outcomes [...].

Gaitán, V. (2013) Gamificación: el aprendizaje divertido
GAMIFICATION

• Scoreboards
• Levels
• Rewards
• Tables
• Competition
• Missions
QUESTIONS?

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THANKS!

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