

Gaming and language learning – from the digital wilds to the classroom (and beyond)

bit.ly/32qrRh2



@fcornillie

Frederik Cornillie

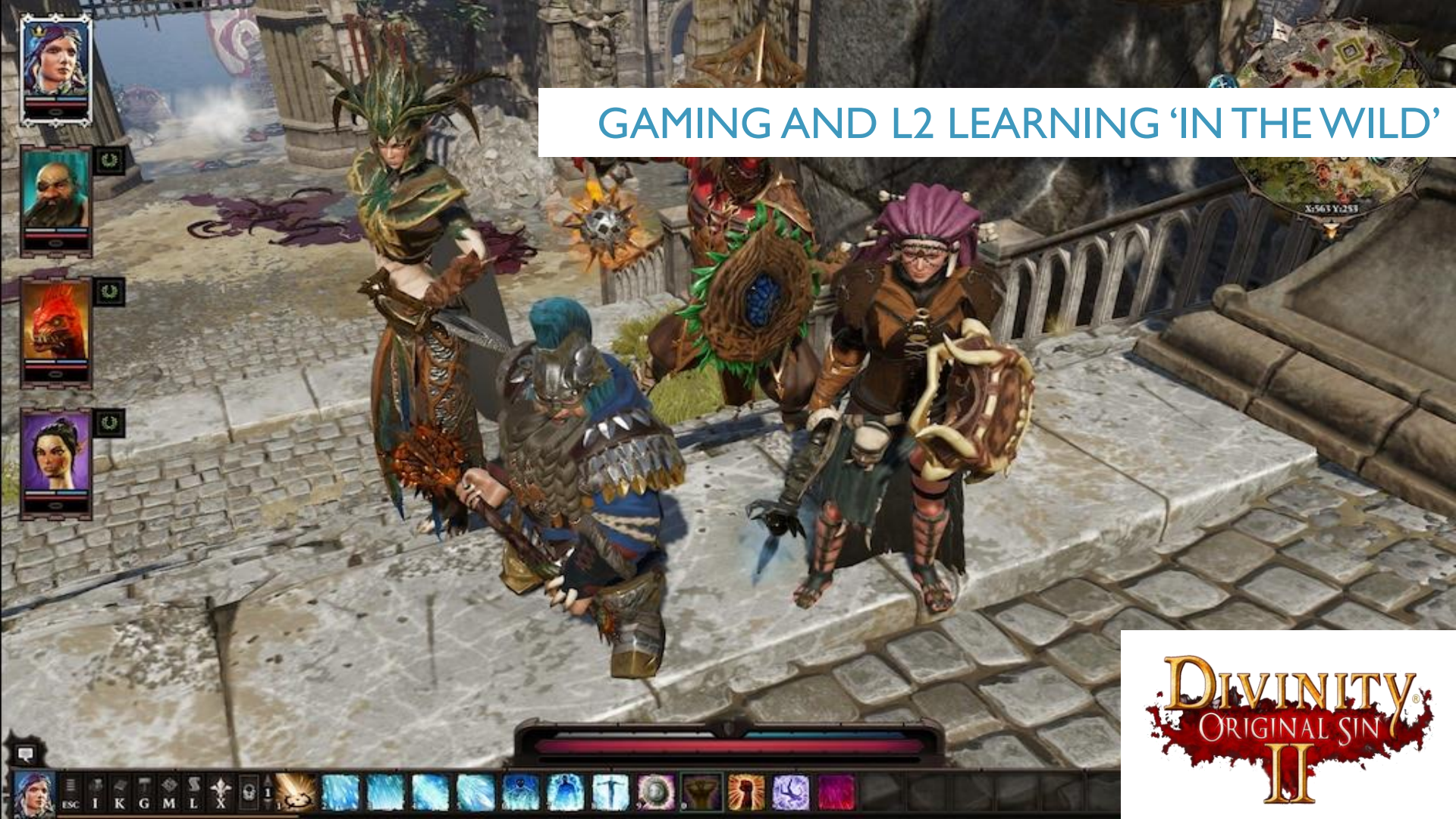
VI Valencian Workshop on Computer-Assisted Language Learning:
Gamification & Communicative Competence
Universitat Politècnica de Valencia, 9 November 2019

KU LEUVEN

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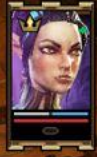
umec

GAMING AND L2 LEARNING 'IN THE WILD'



DIVINITY
ORIGINAL SIN
II

GAMING AND L2 LEARNING 'IN THE WILD'



Narrator

The young woman squeezes her eyes shut in terror, but says nothing. The executioner raises his blade.



[Constitution Persuasion] *Insist she's but a girl. She shouldn't be punished for her parents' wrongdoings.*

[Intelligence Persuasion] *Exclaim that he's performing an injustice. Ask if Lucian would approve of this brutality.*

Stand back and watch the proceedings.

You can't let this scene continue. Attack the Magister.



Answer



Scroll

DIVINITY
ORIGINAL SIN
II

GAMING AND L2 LEARNING 'IN THE WILD'

MY STORY SO FAR...

- ♦ The Aeteran
- ♦ The Magisters
- ♦ Chapter 1 - The Merryweather
- ♦ Chapter 2 - Escape from Reaper's Eye
- ♦ Chapter 3 - I, the Godwoken
- ♦ Chapter 4 - Mastering the Source

MY COMPANIONS

- ♦ Fane
- ♦ Lohse
- ♦ The Red Prince

MASTERING THE SOURCE

- ♦ Powerful Awakening
- ♦ A Rare Prey
- ♦ Champion of the Gods - Dandelion
- ♦ All in the Family
- ♦ A Generous Offer
- ♦ Dark Dealings in the Blackpits
- ♦ The Midnight Oil (Closed)
- ♦ A Web of Desire - Dandelion
- ♦ On the Ropes
- ♦ The Bark's Bite
- ♦ The Reluctant Servants
- ♦ Treated like Cattle

POWERFUL AWAKENING

Day 16 - 3:09

We have unlocked our full Source potential. We should complete the ritual once again and confer with our gods.

Day 12 - 9:44

We have unlocked more Source potential in ourselves. We should complete the Godwoken ritual again in order to continue with our quest.

Day 10 - 5:28

Meistr Siva has told us that we must learn other aspects of Source usage. There are only a few Sourcerers who can teach us this. The Magisters have records of them at their barracks nearby. We must get this information, and track down the Sourcerers who can tutor us.

Day 10 - 4:33

We will need to further increase our mastery of Source power before any of us can access the

DIVINITY
ORIGINAL SIN
II

The semiotic ecology and linguistic complexity of an online game world

STEVEN L. THORNE

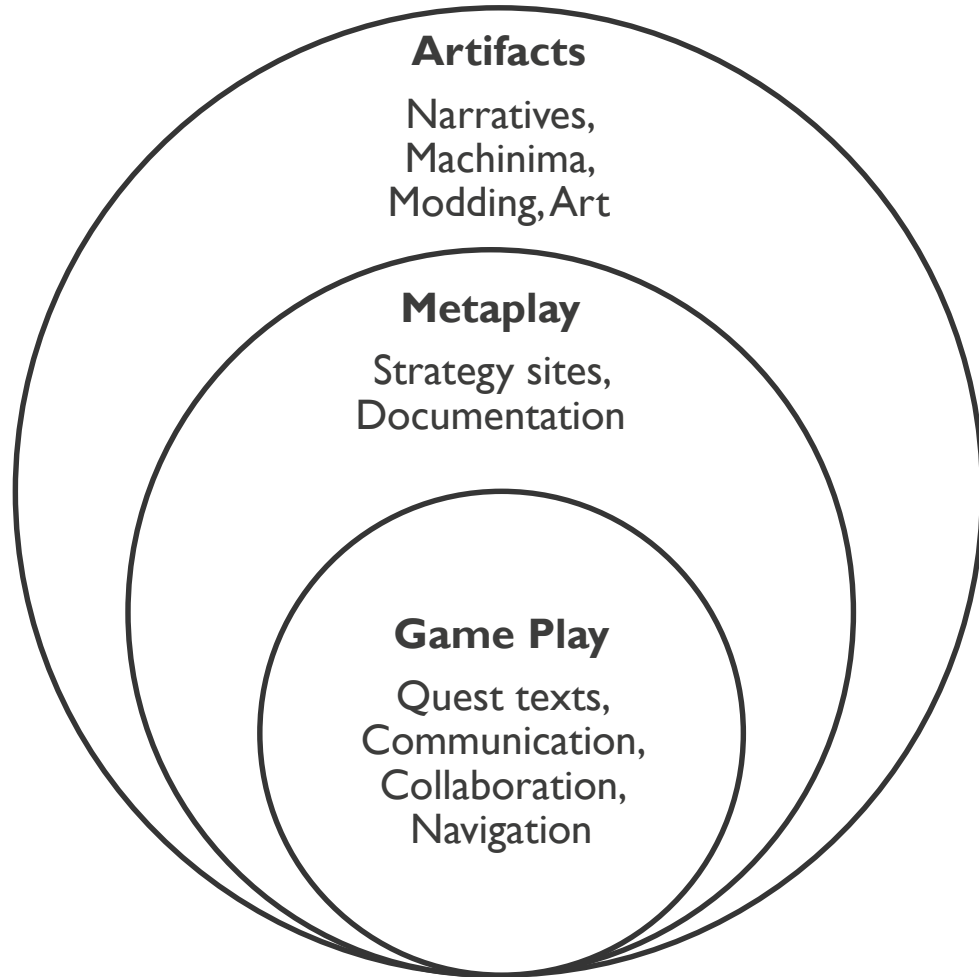
Portland State University (USA) and University of Groningen (Netherlands)
(email: steven.thorne@pdx.edu)

INGRID FISCHER

University of Groningen, The Netherlands

XIAOFEI LU

The Pennsylvania State University, USA



Steve Thorne (n.d.)



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19

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RECOMMENDED CHANNELS



- SolaryFortnite
Fortnite 7K
- xQcOW
Internet Cafe Simulator 24K
- Yassuo
League of Legends 14.5K
- DrDisrespect
Call of Duty: Modern ... 15.3K
- Asmongold
World of Warcraft 43.5K
- OgamingLoL
League of Legends 289

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やまだ画面

NGC『ディヴィニティ：オリジナル・シン2ディフィニティブエディション』生放送・5 days ago



Category: Divinity: Original Sin II

Showing

Featured

METAPLAY

- 2:11:13 TatukiKantoku: とこー
- 2:11:14 ゴマフ (gomahu_1): ガーウィンを探せ
- 2:11:16 かぼう (kapusuke): ロストしたんじゃないね？
- 2:11:20 ヤマダア (boufusetu): ガーウィンがきた
- 2:11:26 ざな_興狼越え (xanadu360): マークはそこだけど、先に行けば更新されるか
- 2:11:31 jami_23: ガーウィンが目的地に着いたからマーカー更新されたかな
- 2:11:35 飛盤海豚 (frisbeedolphinm): 知り合いだったかあ
- 2:11:36 みけ猫 (shellbritz): w w w
- 2:11:37 ホントニー (dairi_m): それはダーヴィンや
- 2:11:38 ふしあり (alice_fushigino): ガーウィンそういうとこ
- 2:11:43 ガナ0615 (gana00615): 何を知っているのだw
- 2:11:50 かぼう (kapusuke): 🦖🦖🦖🦖

Post a message



Post at 2:12:13

https://www.twitch.tv/videos/503288687

THE FANS



Picture © by [XBAT](#) (Deviantart)



MORE GAMING AND L2 LEARNING 'IN THE WILD'

LONDON, 1872

I have entered into the service of a new gentleman.
It would seem he is a gambling man.





Monsieur Phileas Fogg returned home *early* from the Reform Club, and in a new-fangled steam-carriage, besides!

I helped him down, and the iron-lunged, steam-driven horses clattered away.

"Passepartout," said he. "We are going around the world!"

"Around the world, Monsieur?"...

"Very good, Monsieur."...





£4 000

DAY 1

TUESDAY

7:40 PM



FOGG'S APARTMENT

There was just a moment to seize anything further that I thought might be useful for our long trip...



Pocket Altimeter

A slender volume listing all shipping routes within Europe.

Routes for ships in Europe will be visible on the globe.



x Cylinder



Playing Cards



European Shipping Timetable



Wool Trousers

Wool Shirts



♥ 100



RECOMMENDED CHANNELS



- SolaryFortnite
Fortnite • 568
- OgamingLoL
League of Legends • 577
- lestream
Death Stranding • 2.3K
- Myth
Call of Duty: Modern ... • 5.6K
- Solary
League of Legends • 1.8K
- nl_Kripp
Hearthstone • 20.2K

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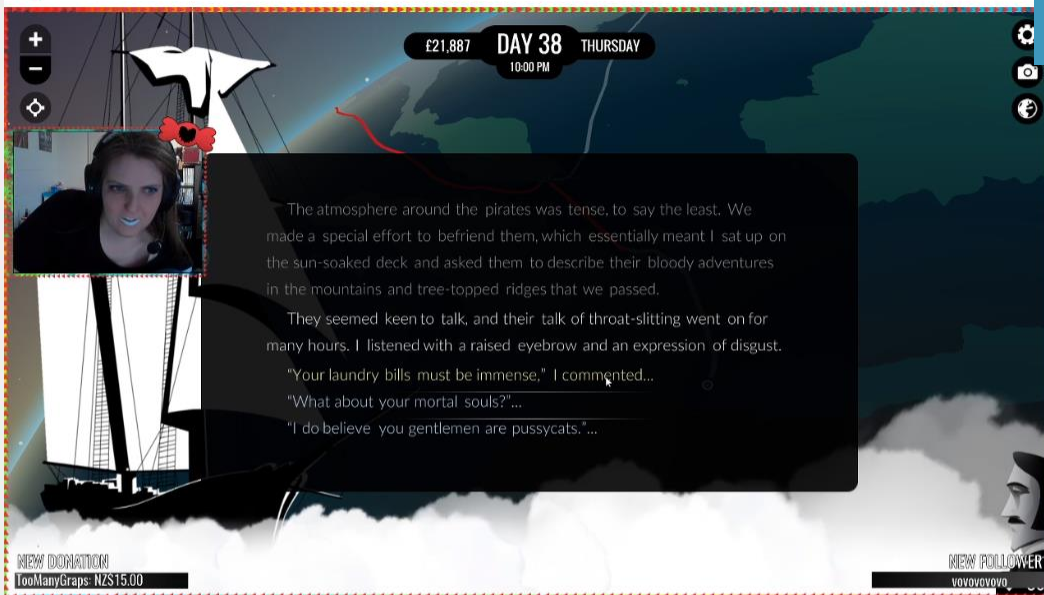
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Embarking on a fantastical adventure (ft TJ) · 2 days ago

2

Share



Category: 80 Days

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METAPLAY

- 18:56 **AdrianCase**: Got it
- 19:06 **AdrianCase**: Fixed
- 19:34 **AdrianCase**: Friggin windows 10, nightmare
- 2:24:14 **lanternsims**: boop boop
- 2:25:33 **lanternsims**: how are you doing? -Dani
- 2:29:05 **lanternsims**: Glad you're doing ok. I do the many believes in yous. I like the music.
- 2:31:16 **lanternsims**: I'm... tired and feel like we're all on edge because exhaustion.
- 2:34:33 **lanternsims**: is the aim to get around the world in 80 days?
- 2:37:23 **lanternsims**: possibly
- 2:38:42 **lanternsims**: oi oi oi
- 2:39:58 **lanternsims**: too hot to go to aus now. 🤔
- 2:41:05 **lanternsims**: so did you start in Paris?
- 2:41:23 **lanternsims**: oohh
- 2:42:45 **lanternsims**: i mean you somewhat are

Post a message

COPENHAGEN

£3,915

DAY 1

TUESDAY

02:25 PM

THE FANS

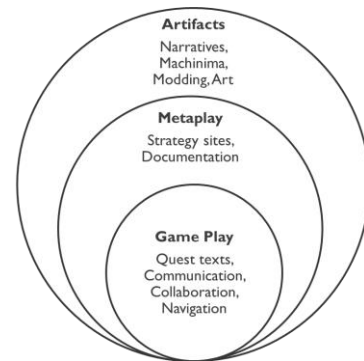


Picture by @jericawebber (Twitter)

GAMING AND L2 LEARNING 'IN THE WILD'

WHAT THE RESEARCH TELLS US

- Players engage in activities that can promote the development of **communicative competence**
 - high-stakes communicative activity with other players, often in plurilingual settings (Thorne, 2008; Zheng, Newgarden, & Young, 2012)
 - construction of scientific discourse (Steinkuehler & Duncan, 2008)
 - meaningful attention to and appropriation of linguistically complex texts (Thorne, Fischer, & Lu, 2012; Piirainen-Marsh & Tainio, 2009)
- Also **very young** language learners (7-11) (Hannibal Jensen, 2019)
- Time spent on gaming 'in the wild' **correlates with measures of L2 proficiency** (Kuppens, 2010; Sylvén & Sundqvist, 2012; Hannibal Jensen, 2017)
- Playing games results in **large L2 vocabulary gains** (vs. 'traditional instruction') (Chen, Tseng, & Hsiao, 2018)
 - OK, but so does extensive reading or viewing



→ What are the defining features of gaming environments that drive L2 learning ?

DESIGN OF GAME ENVIRONMENTS: TASK-BASED LEARNING !



Super Mario © Nintendo

- non-linguistic goals
- meaningful use of language
- scenarios and mechanics
- interactivity and feedback

cfr. Ellis, 2003

Balra, 1990; Cornillie, Thorne, & Desmet, 2012; García-Carbonell, Rising, Montero, & Watts, 2001; Purushotma et al., 2009; ...



GAMING AND L2 TEACHING ?

JUST PLUG GAMES INTO THE CLASSROOM, THEN ?

“

the reflex fallacy ... the assumption that it is our job to re-create in our classrooms the natural conditions of acquisition present in the external environment. Instead, what we want to do as language teachers, it seems to me, is to improve upon natural acquisition, not emulate it ... we want to accelerate the actual rate of acquisition beyond what the students could achieve on their own ... **accelerating natural learning** is, after all, the purpose of formal education

”

Diane Larsen-Freeman, 2003, p. 20

HOW TO ACCELERATE NATURAL L2 LEARNING THROUGH GAMING

pedagogical adaptation & implementation
of commercial off-the-shelf games

‘game-enhanced’ (Reinhardt & Sykes, 2012)

‘computer as tool’ (Levy, 1997) / resource

→ role for language teachers

design & development
of games specifically for L2 learning

‘game-based’ (Reinhardt & Sykes, 2012)

‘computer as tutor’ (Levy, 1997)

→ role for instructional designers



Mawer & Stanley, 2011



GAMES FOR INSTRUCTED L2 LEARNING

‘game-enhanced’

‘game-based’

mini-games



immersive games



interactive fiction
(text games)



location-based gaming



MINI-GAMES – GAME-ENHANCED ORBOX



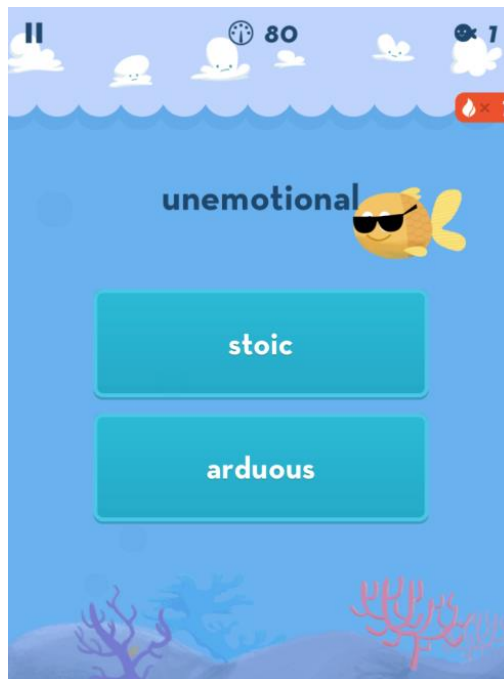
<https://www.mathsisfun.com/games/orbox-game.html>

MINI-GAMES – GAME-BASED

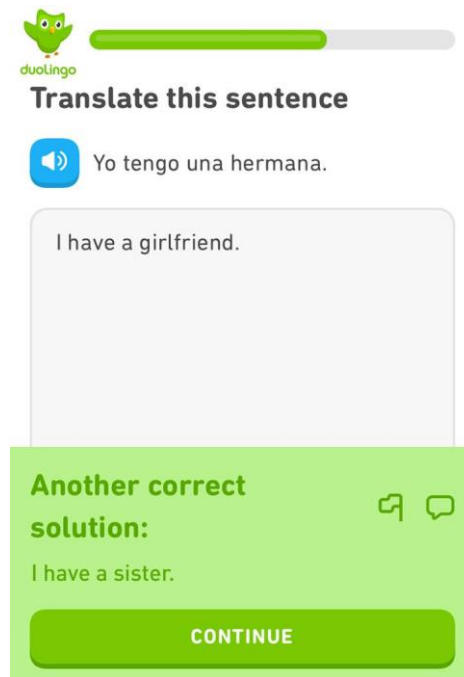
(CORNILLIE & DESMET, 2016)



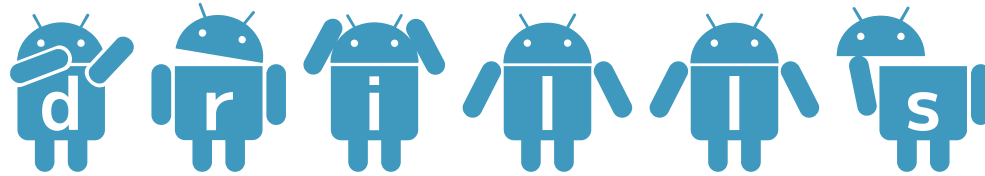
Verb Mayhem



Mindsnacks



Duolingo



the solution for our students
who aren't knowing English grammar anymore

The evidence is **IN**: drills are **OUT**

(at least for the development of
communicative competence)



<http://barrynabdahl.files.wordpress.com/2010/02/drill-kill.jpg>

Wong, W., & VanPatten, B. (2003). The Evidence is IN: Drills are OUT. *Foreign Language Annals*, 36(3), 403–423



Beyoncé, ESL expert

drills, drills, drills

mechanical drills

meaningful drills

communicative drills

I dig, I dug, I have dug



I , I ..., I have

Yesterday, my dog ... up
a bunch of bones.

Tell me what your dog found in the garden
yesterday, and use the verb 'to dig'.

...

EMBEDDING DRILLS IN MEANING-FOCUSED READING

MURDER FOR A RECIPE ? (CORNILLIE ET AL., 2017)

The diagram illustrates the integration of reading and grammar drills. On the left, a stack of story pages is shown. The top page is titled "Murder for a recipe?" and is Chapter 1. It contains the following text:

Chapter 1
—
An unusual series of events in the lab of Coca-Cola

Atlanta, Georgia (United States of America) - 2014:12

One lazy Friday afternoon, I was dozing off¹ in my lab when suddenly the telephone rang. Startled by the noise that was spat out from the device, I picked up the receiver, nearly pushing over a half-empty bottle of single-malt Irish whiskey.

"Marlowe," I answered, as my throat cleared itself of whiskey, "I've decided to become the perfect afternoon nap."

"Hello—is this private detective John Marlowe?" a female voice said at the other end of the line.

I replied indifferently².

My secretary³ of The Coca Cola Company, I wish I could have sounded calm and collected.

On the right, a grammar drill interface is shown. It features a background image of a laboratory with a television set in the foreground. The television screen displays a man in a suit and bow tie. A red 'X' is visible in the top left corner of the drill interface. A speech bubble above the television contains the text:

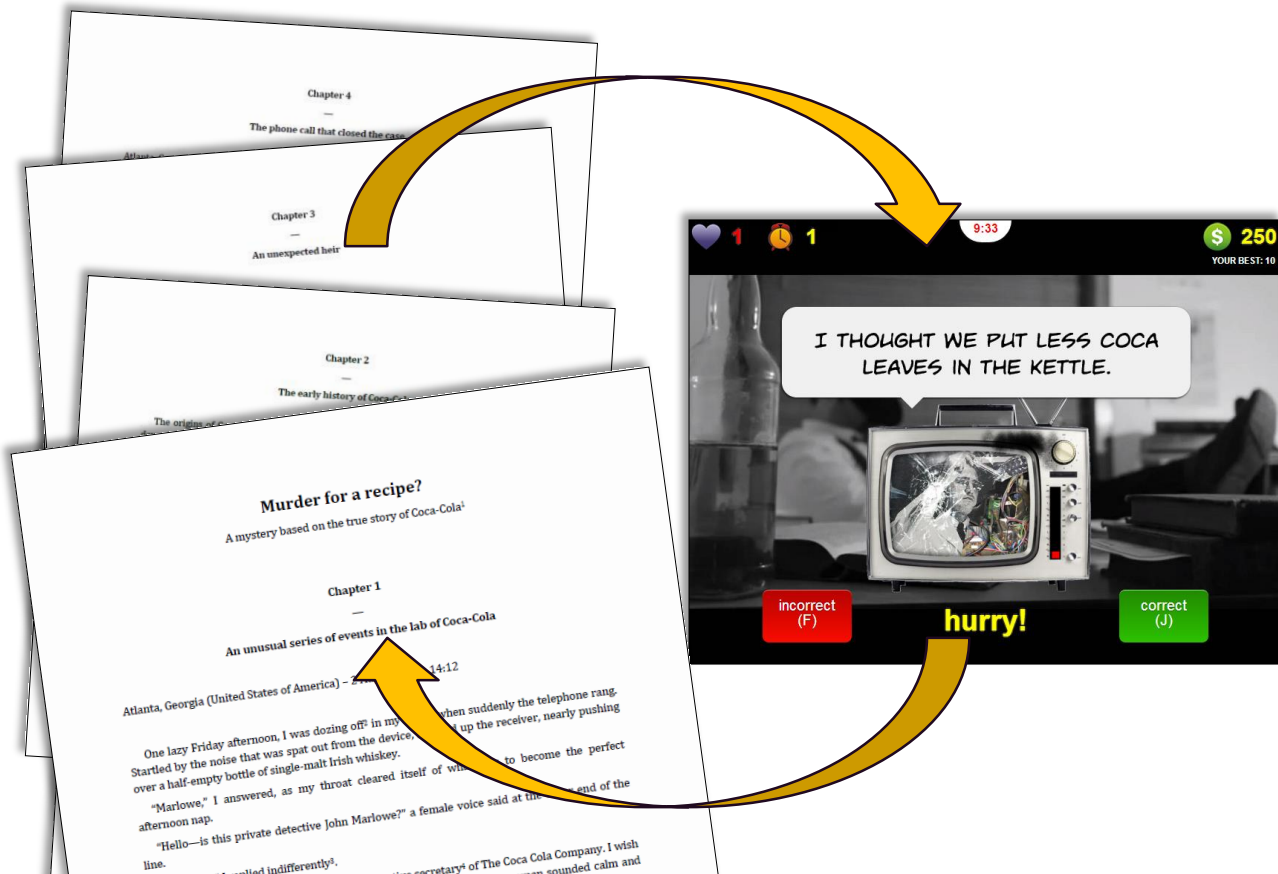
COPIES OF COCA-COLA USE LESS INGREDIENTS.

Below the television, there are two buttons: "incorrect (F)" and "correct (J)". A large red 'X' is also visible to the right of the television. At the bottom of the drill interface, the text "press SPACE" is displayed.

Yellow arrows indicate the flow of information: one arrow points from the story text to the drill, and another points from the drill back to the story.

EMBEDDING DRILLS IN MEANING-FOCUSED READING

MURDER FOR A RECIPE ? (CORNILLIE ET AL., 2017)



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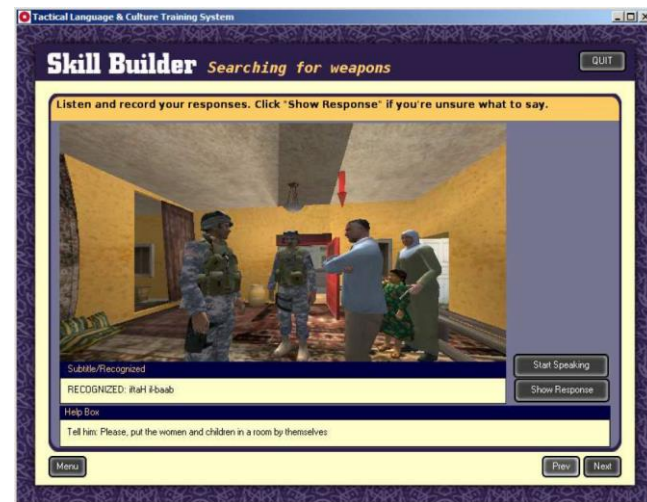
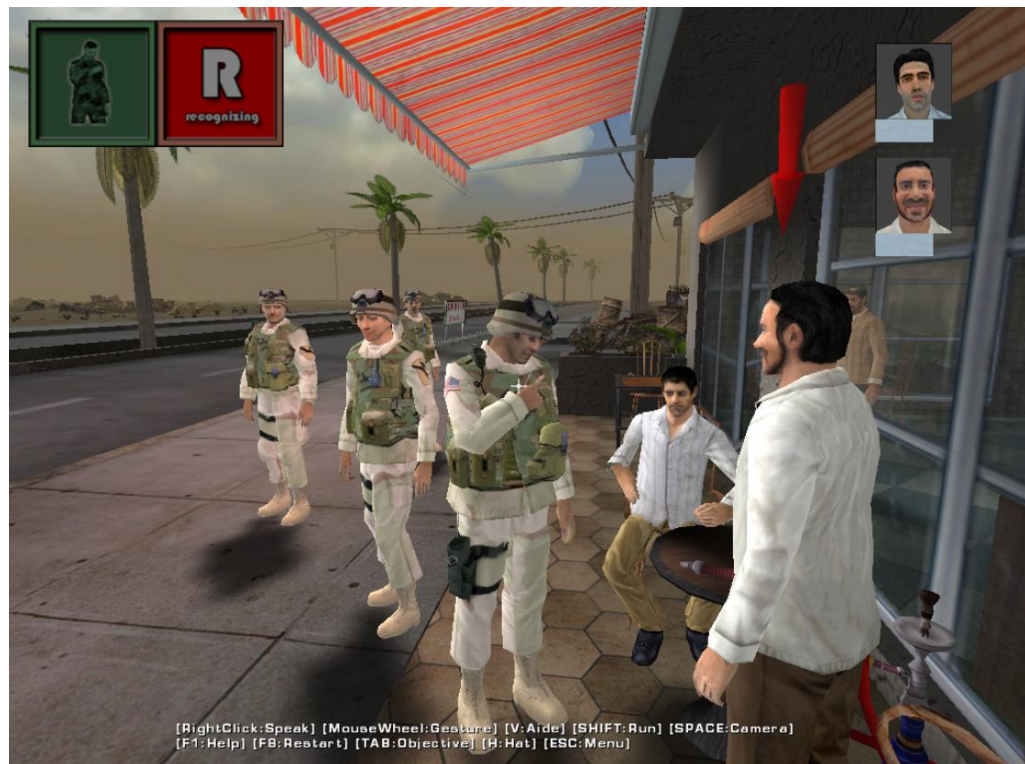


location-based gaming



SYNTHETIC IMMERSIVE ENVIRONMENTS – GAME-BASED

TACTICAL IRAQI (JOHNSON, 2007)



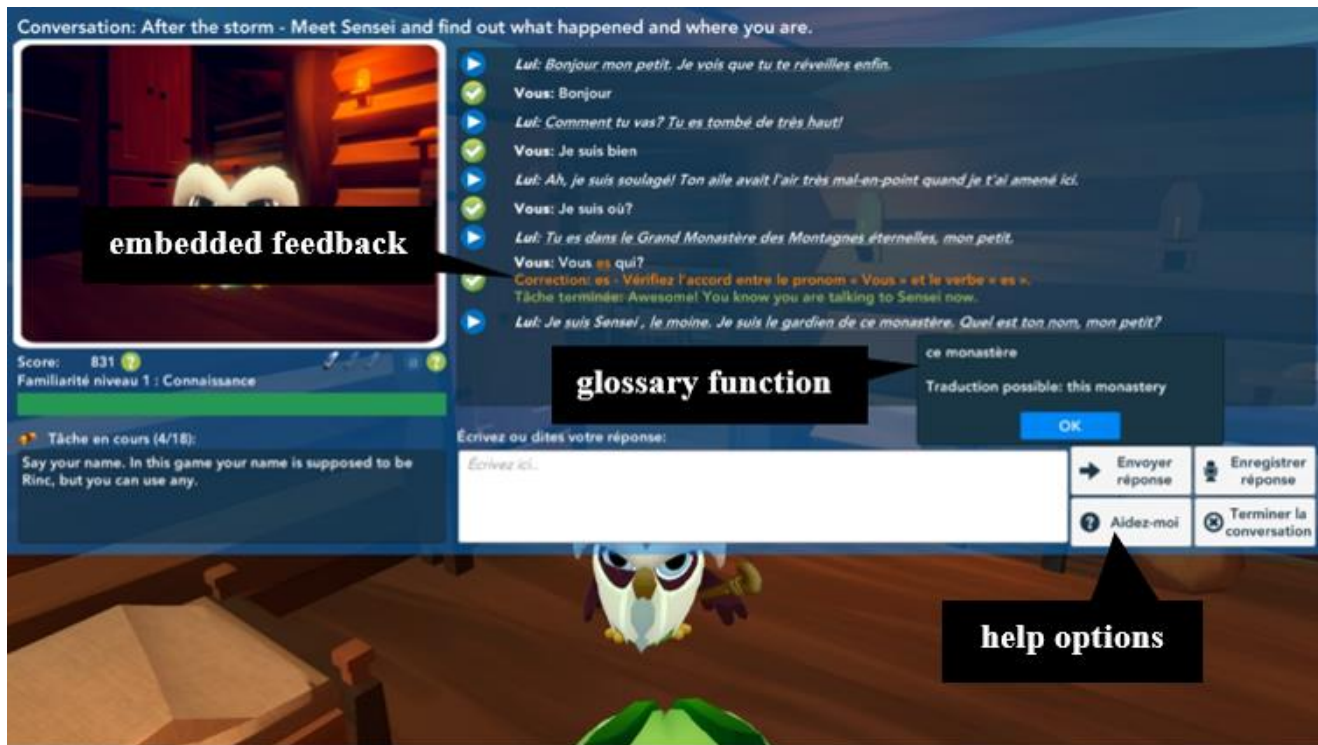
<https://www.youtube.com/watch?v=zUr8k73D8zY>

SYNTHETIC IMMERSIVE ENVIRONMENTS – GAME-BASED LANGUAGE HERO



SYNTHETIC IMMERSIVE ENVIRONMENTS – GAME-BASED LANGUAGE HERO

Conversation: After the storm - Meet Sensei and find out what happened and where you are.



embedded feedback

Score: 831
Familiarité niveau 1 : Connaissance

🔥 Tâche en cours (4/16):
Say your name. In this game your name is supposed to be Rinc, but you can use any.

Écrivez ou dites votre réponse:
Écrivez ici...

glossary function

ce monastère
Traduction possible: this monastery
OK

Envoyer réponse
Enregistrer réponse
Aidez-moi
Terminer la conversation

help options

SYNTHETIC IMMERSIVE ENVIRONMENTS – GAME-ENHANCED

RAGNAROK ONLINE (REINDERS & WATTANA, 2014)



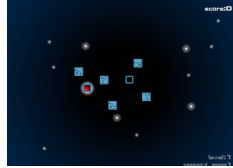
Table 3. Example of a Mapping of Learning Objectives to Game Activities (Quests)

Unit 1	Computer Users
Objectives for this unit	
1.1	Talk about how they and people from different professions use computers.
1.2	Exchange information about the use of computers in their free time.
1.3	Understand the difference between the Past Simple and the Present Perfect and use these tenses fluently and correctly.
1.4	Read and comprehend an article in IT and computing contexts.
1.5	Understand basic guidelines of how to write a good paragraph.
1.6	Write a paragraph describing the use of computers in their study and free time.
Quest	
Event:	Finding how David uses his new computer
Description:	In this quest, students needed to help the starting NPC* named Austin find out how his student uses computers in his study and free time. Students had to interact with several NPCs to complete particular tasks, i.e. talking about computer use (1.1, 1.2), reading paragraphs in IT (1.4), and engaged in non-violent combat with monsters to earn required items. During communication in the game, students had opportunities to use and practice the language they had learned in class, such as using appropriate tenses to talk about what they had done in the game (1.3).

GAMES FOR INSTRUCTED L2 LEARNING

‘game-enhanced’

mini-games



immersive games



interactive fiction
(text games)



location-based gaming



‘game-based’



INTERACTIVE FICTION – GAME-BASED

AUSFLUG AM WOCHENENDE NACH MÜNCHEN (NEVILLE, SHENTON, & MCINNIS, 2009)

File View Help

10/50

Auf dem Bahnhofsvorplatz

Du bist amerikanische Austauschstudentin, die seit einem Jahr in Freiburg im Breisgau wohnt. Du studierst Informatik und Deutsch an der Albert-Ludwigs-Universität. Weil Informatik ein Hauptfach ist, das viel Zeit in Anspruch nehmen kann, bist du während der Woche sehr beschäftigt. Am Wochenende hast du aber mehr Freizeit für dich und machst dann gern Ausflüge. Dieses Wochenende fährst du mit dem ICE-Zug nach München. Dort gibt es viele Sehenswürdigkeiten, die du fotografieren möchtest.

Du bist heute morgen früh aufgestanden und mit dem Fahrrad zum Hauptbahnhof gefahren. Es ist an diesem Samstag Morgen auf dem Bahnhofsvorplatz eine Menge los und du hast Zeit, bevor dein Zug losfährt, dir alles anzugucken. Du siehst hier eine Blumenbude und eine Obstbude. Bei der Obstbude kannst du Reisebedarf für deine Fahrt nach München kaufen. Du siehst auch eine Haltestelle bei dir in der Nähe. Du merkst, daß der Haupteingang zum Bahnhof nördlich von dir ist; ein türkischer Imbiss steht östlich von dir; und die Fahrradständer sind im Westen. Es riecht ganz gut am Bahnhofsvorplatz und du freust dich, das Wochenende frei zu haben. Du hast jetzt 198,50 Euro bei dir.

VERY IMPORTANT: At any point in the game you can enter "tips" to receive help on how to interact with the game; "goals" to see what still needs to be accomplished; and "inv" to see what you have with you. Write these commands down before you forget!

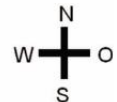
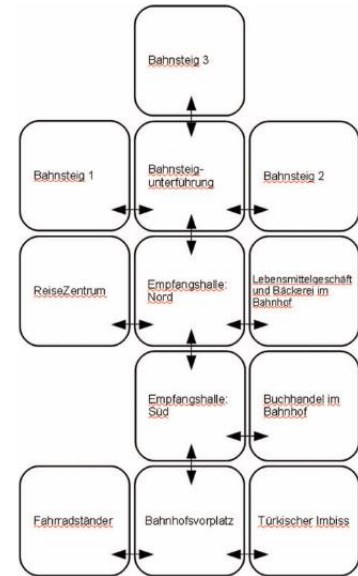
>betrachte haltestelle

Es ist eine ganz normale Haltestelle mit Wänden aus Glas, drei Sitzplätzen, einem Fahrscheinautomat, und einem Mülleimer. Vielleicht solltest du die Haltestelle betreten...

> |

Windows Frotz 2002

Z5 00:03:53 NUM

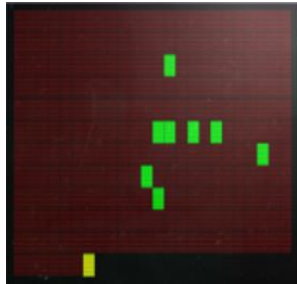
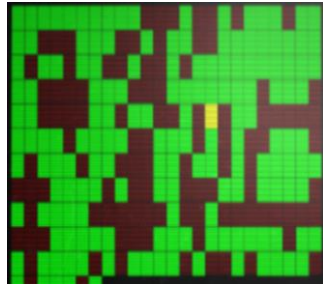


INTERACTIVE FICTION – GAME-BASED

TRACI TALK (HUBBARD, 2002)

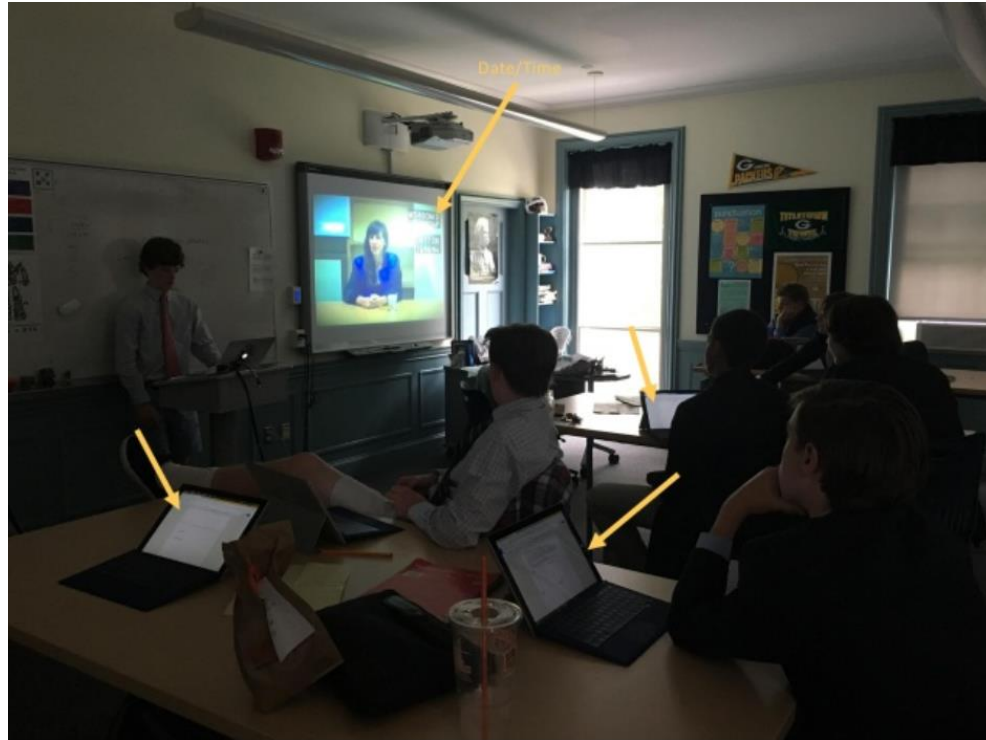


INTERACTIVE FICTION – GAME-ENHANCED HER STORY (LEE, 2019)



Screenshot and annotations by [@johnCfallon](#)

INTERACTIVE FICTION – GAME-ENHANCED HER STORY



Picture by [@johnCfallon](#)

GAMES FOR INSTRUCTED L2 LEARNING

‘game-enhanced’

‘game-based’

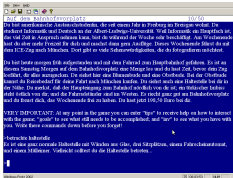
mini-games



immersive games



interactive fiction
(text games)



location-based gaming



LOCATION-BASED GAMING – GAME-ENHANCED

POKEMON GO



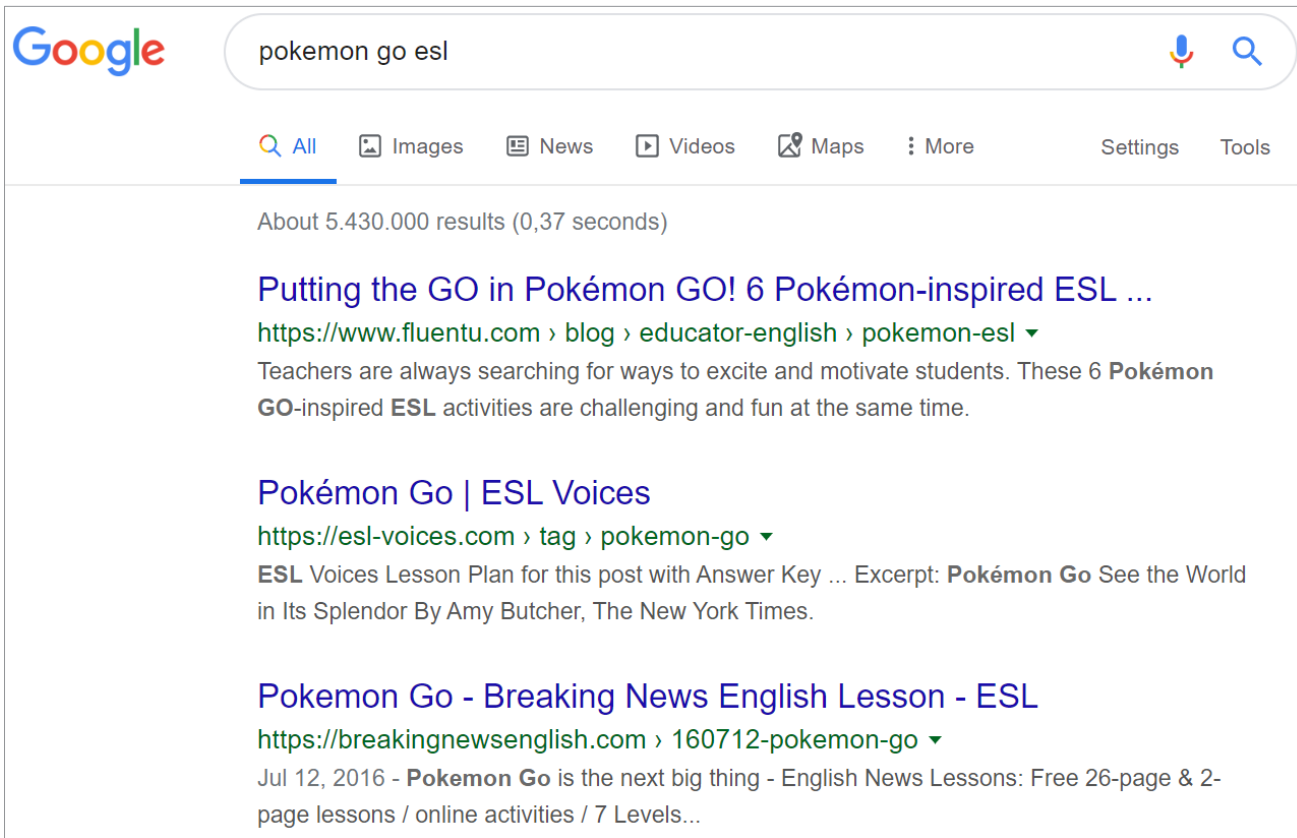
Picture by The Daily Metro



https://www.reddit.com/r/gaming/comments/8in4e6/hardcore_pokemon_hunter_grandpa/

LOCATION-BASED GAMING – GAME-ENHANCED

POKEMON GO



Google

pokemon go esl

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About 5.430.000 results (0,37 seconds)

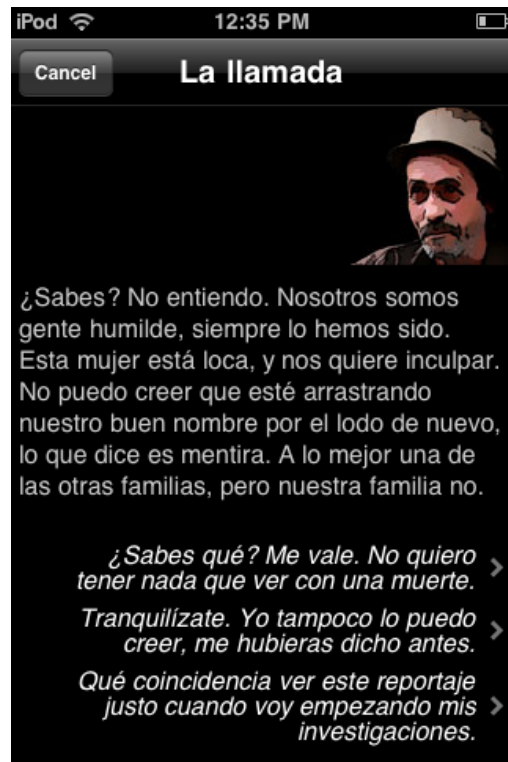
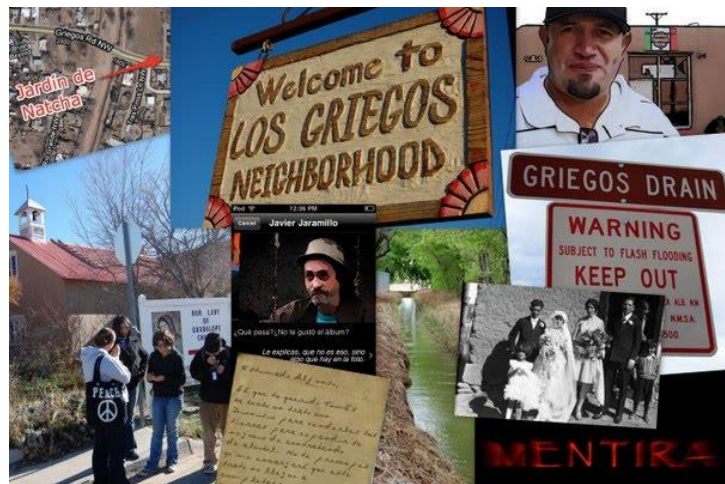
Putting the GO in Pokémon GO! 6 Pokémon-inspired ESL ...
<https://www.fluentu.com> › blog › educator-english › pokemon-esl ▼
Teachers are always searching for ways to excite and motivate students. These 6 **Pokémon GO**-inspired **ESL** activities are challenging and fun at the same time.

Pokémon Go | ESL Voices
<https://esl-voices.com> › tag › pokemon-go ▼
ESL Voices Lesson Plan for this post with Answer Key ... Excerpt: **Pokémon Go** See the World in Its Splendor By Amy Butcher, The New York Times.

Pokemon Go - Breaking News English Lesson - ESL
<https://breakingnewsenglish.com> › 160712-pokemon-go ▼
Jul 12, 2016 - **Pokemon Go** is the next big thing - English News Lessons: Free 26-page & 2-page lessons / online activities / 7 Levels...

LOCATION-BASED GAMING – GAME-BASED

MENTIRA (HOLDEN & SYKES, 2011)



<http://www.mentira.org/design-notes>

GAMES FOR INSTRUCTED L2 LEARNING

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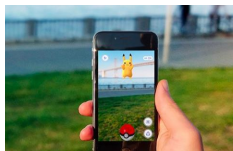
immersive games



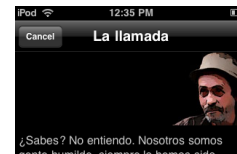
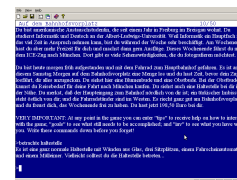
interactive fiction
(text games)



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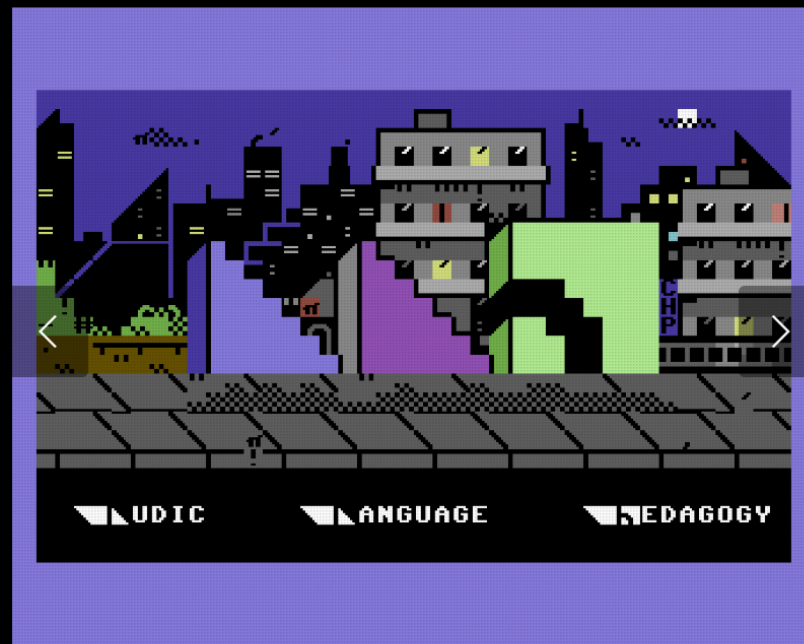


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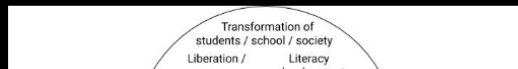
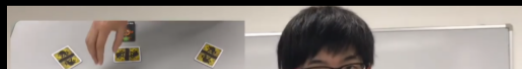
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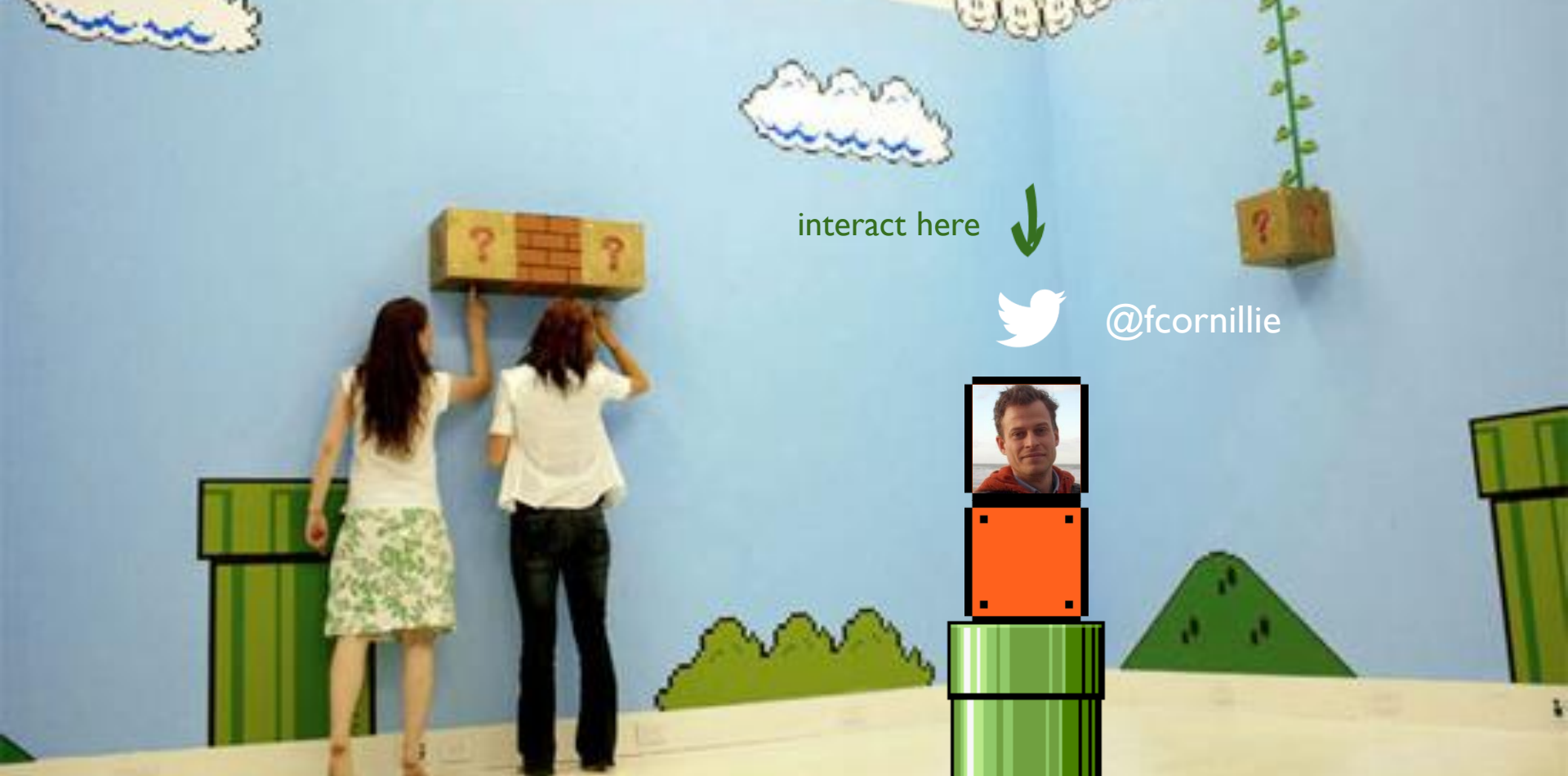
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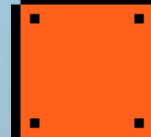




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