

[ACTFL 2023 Proposal] Game Design

Presenters

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Keyword

Task-Based Design

Integration of Technology

Applicable language

Non-language specific

Audience Level

Post secondary

Language of Presentation

English

Title (75 characters)

Designing Adventure Games for Knowledge Retention and Skill Integration (71)

Program Guide Description (350 characters, all included)

This session presents two adventure games adapted from classic folktales for Chinese learners. Presenters will share the design process, templates, and language and technology resources used, and discuss how language learning objectives are integrated with cultural values and practices to create quests in different communication modes.

Content and Purposes (1000 characters)

Despite the wide recognition of the potential of games as motivating, authentic, cognitive and linguistically complex, effective learning environments for world languages, designing games that target specific language learning and teaching goals can be daunting for many teachers due to limited resources and support. This session presents the design processes, templates, and resources used to create an adventure game delivered in online/hybrid formats for Chinese learners. The Cantonese game adapts the classic Chinese folktale, *Hua Pi (Painted Skin)*. The game integrates authentic cultural historic values and practices, course materials, and unit-level learning objectives to engage students in contextualized language-focused quests in different communication modes. Insights into effective implementation, learner support, and possible adaptation will be shared.

Outcomes (350 for each point)

By the end of the session, participants will be able to 1) identify key design elements and processes for creating adventure games for language learning;

2) Explore possibilities of adapting the games showcased during the presentation to their own instructional context and experiment with the design template to create a blueprint for a game they can potentially use;

3) Consider ways of developing and integrating formative assessments throughout the gameplay that are aligned with their own teaching and learning goals.

Strategies for Engagement (1000)

- Experience the game: At the beginning of the session, participants will receive QR codes to access the game. Participants are invited to play the game and experience them from the user perspective. An English version will be provided for participants who do not speak Cantonese.
- Deconstruct the design process: Participants will receive a handout (in both online and paper version) that contains flowchart of the design process, key design elements, and useful resources, while the presenters explain and discuss the design process.
- Brainstorm: Participants will then work in pairs or groups to explore potential ways to adapt the sample games or create new game ideas for their own classes.