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Gamification in ELT: Gamers-as-L2-Teachers' Insights

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#TeamLaV - LSLP

3rd International Symposium on Research in Foreign Language Teaching

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LITERACIES IN SECOND LANGUAGES PROJECT
revisiting space
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Agenda

1. The Intersection between Videogames & Education
2. A Revised View of Gamification
   - 2A Gamers as L2 Users
   - 2B Gamers as L2 Teachers
3. Considerations for learning and Teaching

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The Intersection between Videogames & Education

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Introducing #TeamLaV

#TeamLaV 2020

- Juan Camilo Mazo (Cisco)
- Carlos Andrés Sánchez (Kylo)
- Walter Castaño (The Quarterback)
- Carlos Andrés Gaviria (Charles K-Pop)
- Julián Londoño-Mazo (Flich)
- Sebastián Castaño (Tavarez, The Kommissar)
- Tyrone Steven Orrego (Tairo Mendoza)
- Andrés Martín (Apolo)
- Jeferson Sanmartín-Arango (Jazzy Jef)
- Tatiana Gómez-Ramírez (TatyGoRa)
- Dr. Raúl Alberto Mora (Kommander Berry)

Gamer-Researchers (GR)

- All with extensive background as gamers (including membership in communities).
- Range from hardcore to amateur competitive to professional.

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Gamer perspective - Game elements

- Amateur
- Hardcore
- Professional

Game Element	Purpose
Fun	Make players feel entertained and amused.
Play	Help players engage with passion.
Rules	Provides instructions to players.
Goals	Encourage and motivate players.
Interactive	Simplify the games.
Adaptive	Ensure that the games suitable to the players.
Outcomes and Feedback	Ensure the players learn and gain knowledge from the games.
Win States	Make the players proud.
Challenge	Give players spirit and adrenaline.
Problem Solving	Encourage players' creativity.
Interaction	Help players becoming socialize.
Story Line	Make the game alive and give emotion to players.

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Gamer Perspective - Gaming Spaces

Online Spaces

In-game Interaction

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Gamer Perspective: Gaming Spaces

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Wikis

Main page | Discussion | Share | View | View source | History | Search ARK: Survival Evolved Wiki

Welcome to the Official ARK: Survival Evolved Wiki

The ARK: Survival Evolved reference manual written and maintained by the players.
We currently have 128 active editors maintaining 52,161 pages (5,750 articles).

Also check out the wiki in other languages:
Deutsch • Español • Français • Italiano • 日本語 • Polski • Português do Brasil • Русский

317.2 | 803.8 | 552.8

2.0.20 | 600.0 | 317.2

See the latest Patch Notes, or check below.

What is ARK: Survival Evolved?

As a man or woman stranded, naked, freezing, and starving on the unforgiving shores of a mysterious island called ARK, use your skill and cunning to kill or tame and ride the plethora of leviathan dinosaurs and other primeval creatures roaming the land. Hunt, harvest resources, craft items, grow crops, research technologies, and build shelters to withstand the elements and store valuables, all while teaming up with (or preying upon) hundreds of other players to survive, dominate... and escape!

The game was released on August 29th, 2017 after being over two years in 'Early Access' and is available on Steam, the Xbox Live Marketplace, PlayStation 4, mobile devices, the Nintendo Switch, and the Epic Games Store with continually new updates in the open-world dinosaur survival game. [Read more...]

ARK Game Features

- Tame, Train, Breed & Ride Dinosaurs, in a Living Ecosystem
- Food, Water, Temperature and Weather

The ARK Wiki Community

- Community portal
- Admin noticeboard
- Wiki rules
- Recent changes
- Create an account
- Official Help Wiki
- How to help
- New pages
- Style guide
- General disclaimer
- Missing pages
- Fan Art

DLC

Genesis: Part 2 | Crystal Isles | Genesis: Part 1 | Valguero | Extinction | Aberration | Ragnarok | Scorched Earth | Primitive Plus | The Center

Genesis: Part 2 is an upcoming DLC Expansion Pack available on Steam, Xbox One, PS4, and Epic Games.

Quick Game Basics

Artifacts | Armo

Caves | Cookin

Recently Revealed Creatures

509 creatures are announced, 505 of them released and 4 yet to be released.

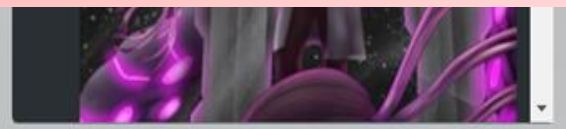
Astrodelphis

Noglin

Shadowmane

Stryder

Official Tweets



Gamer Perspective: Gaming Spaces

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A Revised View of Gamification

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Gamification

- The study of Gamification seeks to understand gaming as something more than just a method of momentary entertainment. It is the possibility of seeing games as a method of learning and teaching something in the modern day and context. (Eusse, 2016)

- It is very important to realize that games cannot provide gamification by themselves. In the process of gamification, the person in charge of directing the activity should understand the game beforehand and realize which parts of the game can be useful for the lesson. (Eusse, 2016)

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Our approach – Gamers as L2 users

Some Gaming Principles

Identity
Commitment
Teamwork
Goals
Feedback
Rewards
Challenges
Participation
Motivation
Learning
Adaptation
Strategizing
Communication
Coaching

Our approach

- Second language learning is provoked by gaming activities. In this sense, the purpose of users is not learning English at the beginning. (Gaviria, 2018)
- Video games are a good example of global understanding and communication, gamers are constantly using language to learn from diverse cultures as they speak and interact within diverse community contexts.
- Second language learning is provoked by gaming activities. In this sense, the purpose of users is not learning English at the beginning. (Gaviria, 2018)

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Our approach- Gamers as L2 teachers

• In terms of L2 teaching, we have seen the potential of using these gaming principles not only for learning purposes but also as a way to gamify our classrooms. For instance, we mainly understand our own gaming experiences as gamers to ultimately give a meaning to our praxis as teachers. Thus, we keep in mind the idea of being gamers with the identity of language educators.

(Sánchez, 2019)

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Considerations for Learners and Teachers

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Considerations for teachers

- #LaV researchers explore the potential of language learning that videogames offer and how to bring the key elements of gaming that can be appropriated by language teachers and educators in the classroom environment.
- Video games are a good example of global understanding and communication, gamers are constantly using language to learn from diverse cultures as they speak and interact within diverse community contexts.

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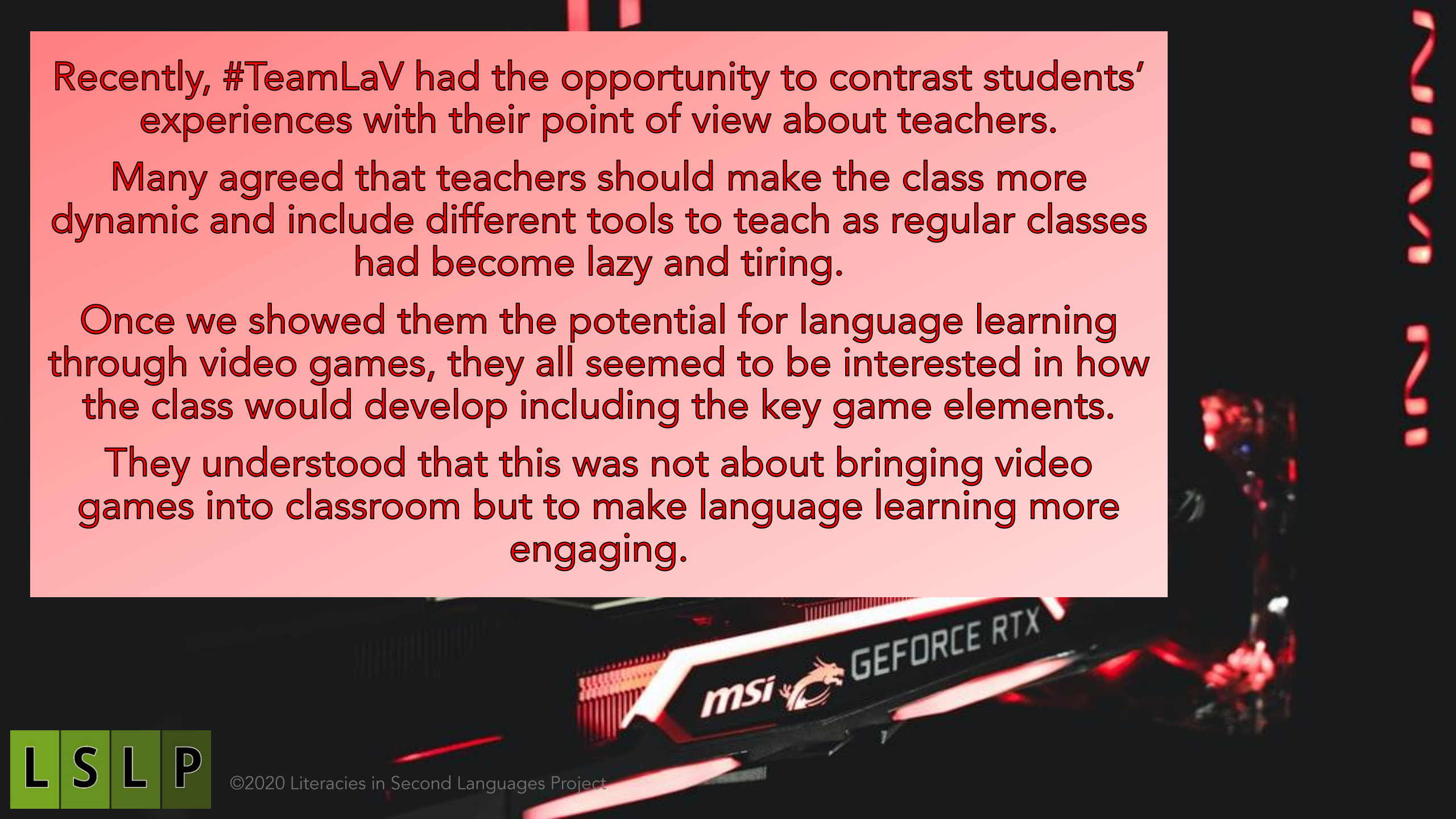
Recently, #TeamLaV had the opportunity to contrast students' experiences with their point of view about teachers.

Many agreed that teachers should make the class more dynamic and include different tools to teach as regular classes had become lazy and tiring.

Once we showed them the potential for language learning through video games, they all seemed to be interested in how the class would develop including the key game elements.

They understood that this was not about bringing video games into classroom but to make language learning more engaging.



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Thank You!

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