IMMERSIVE GAMES AND ENGLISH LANGUAGE LEARNING

Amy Devine and Marianne Pickles

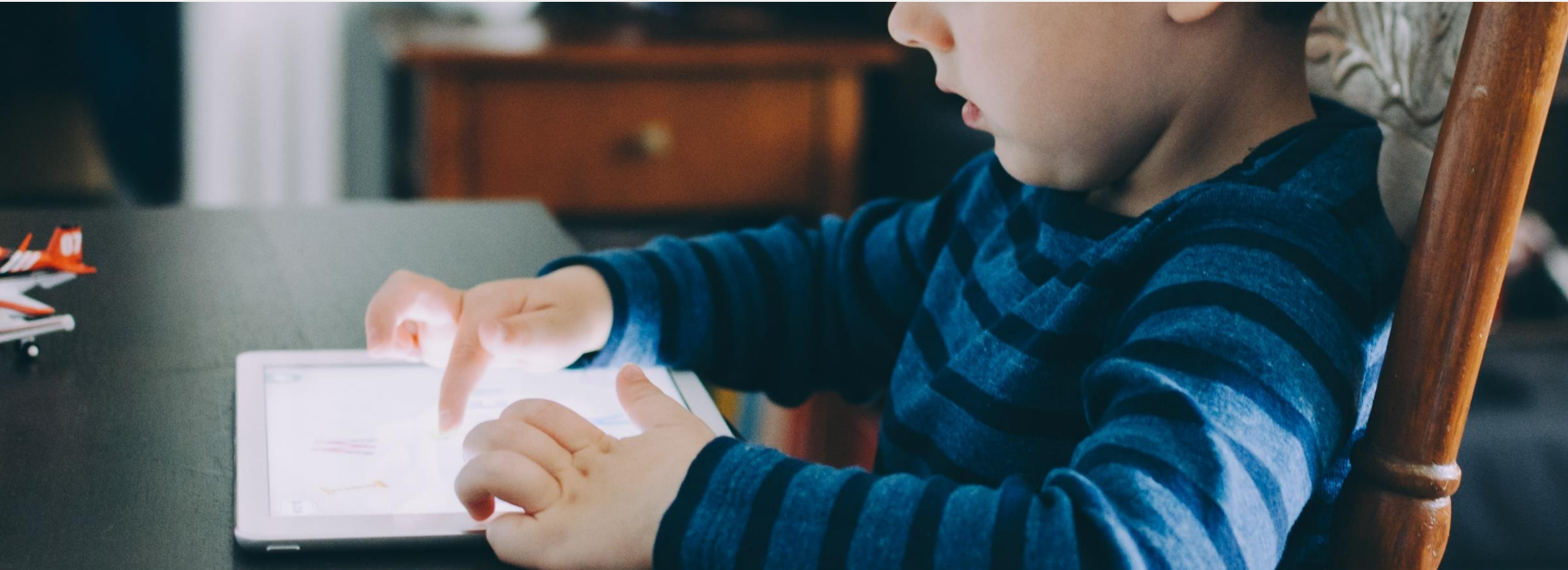**Cambridge Assessment English**

Today's webinar

- What are immersive games?

- Value of immersive games

- Developing digital skills

- Examples

- Putting it into practice

- Where can I find out more?

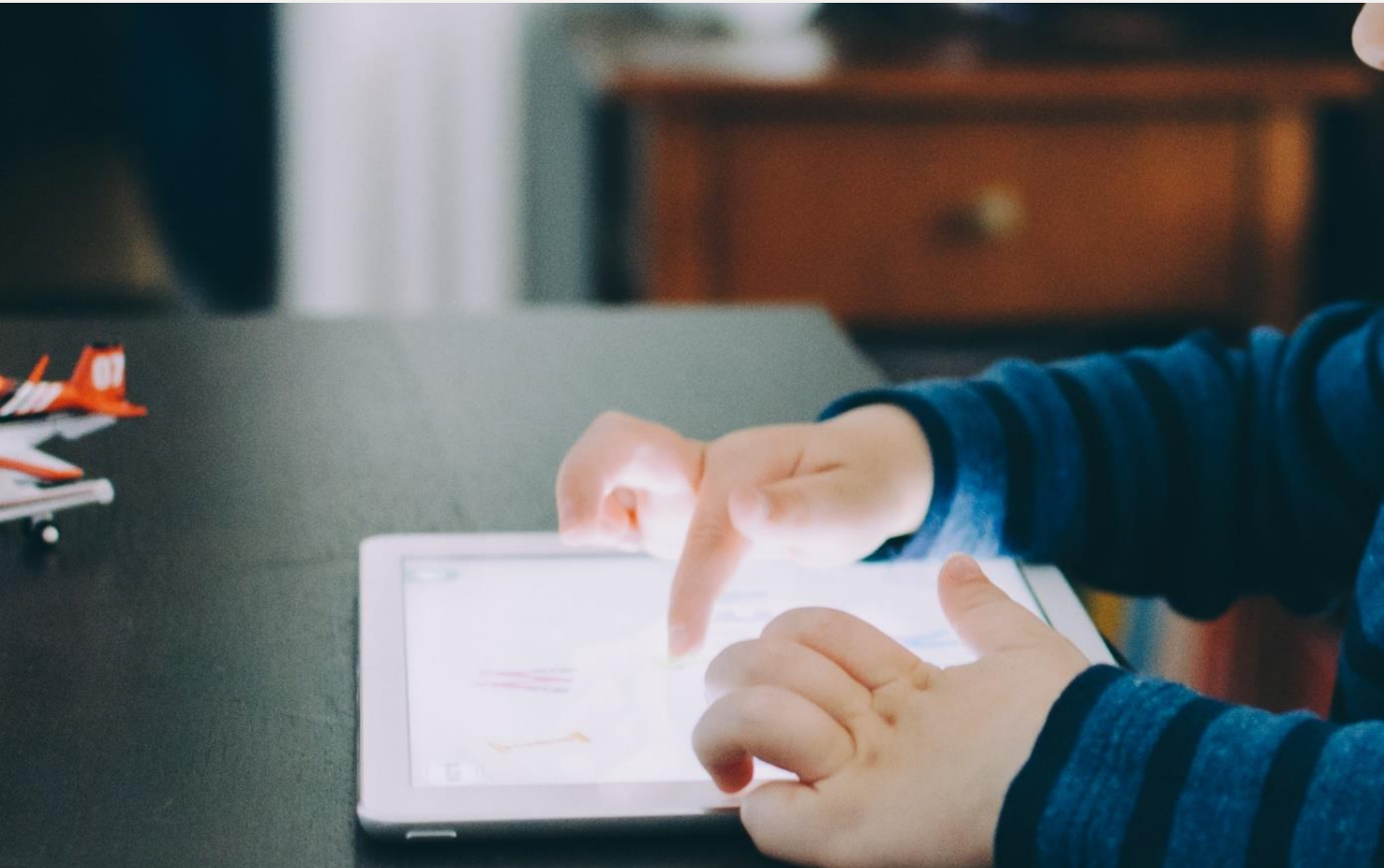Cambridge Assessment
English

What are immersive games?

What are immersive games?

Gamification:

Adding features that are associated with games to non-game activities

- points
- badges
- levels
- leader boards
- challenges

What are immersive games?

Immersive games:

A fully immersive game environment for players
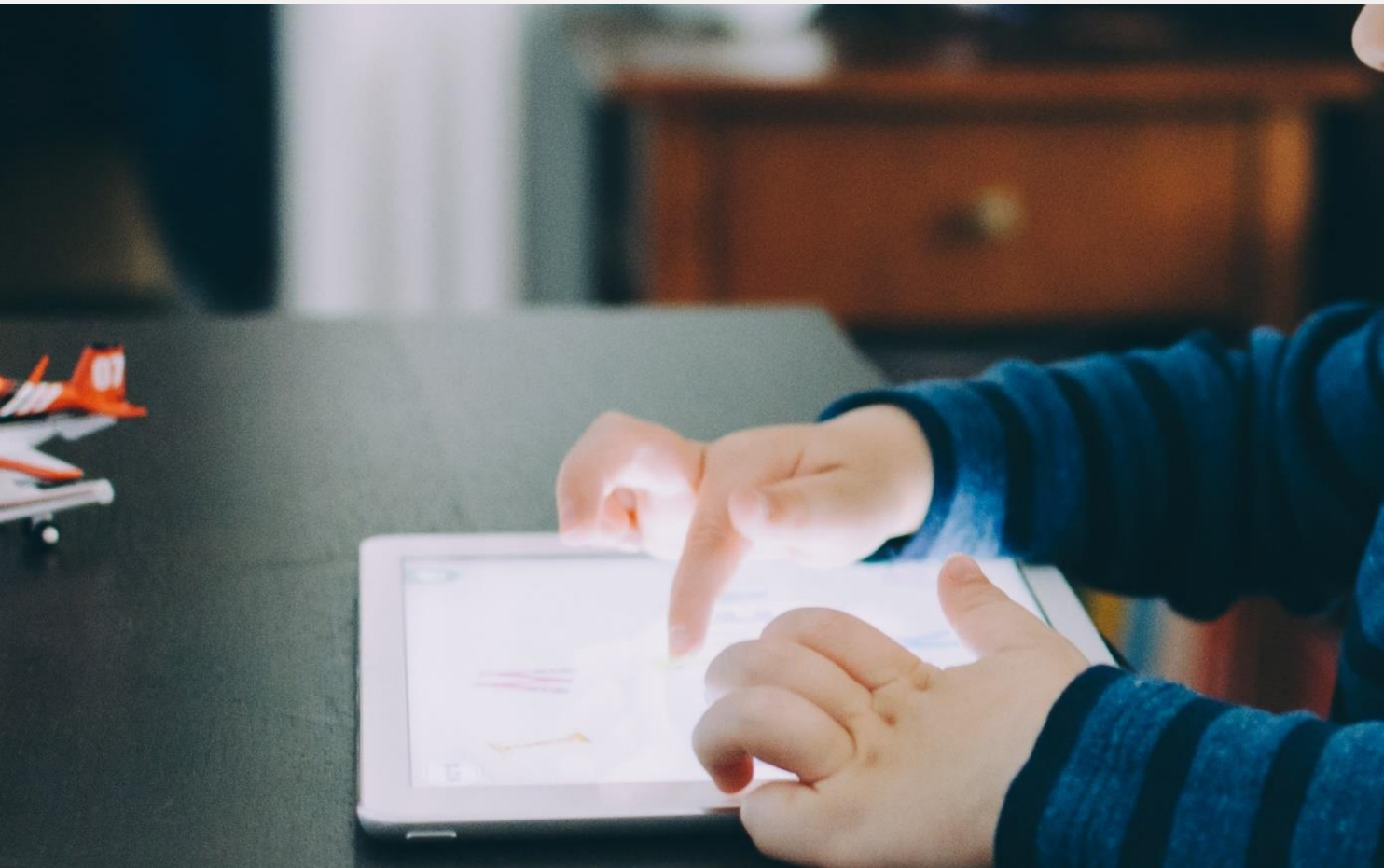
Examples:

- Minecraft

- The Sims

- Fortnite

What are immersive games?
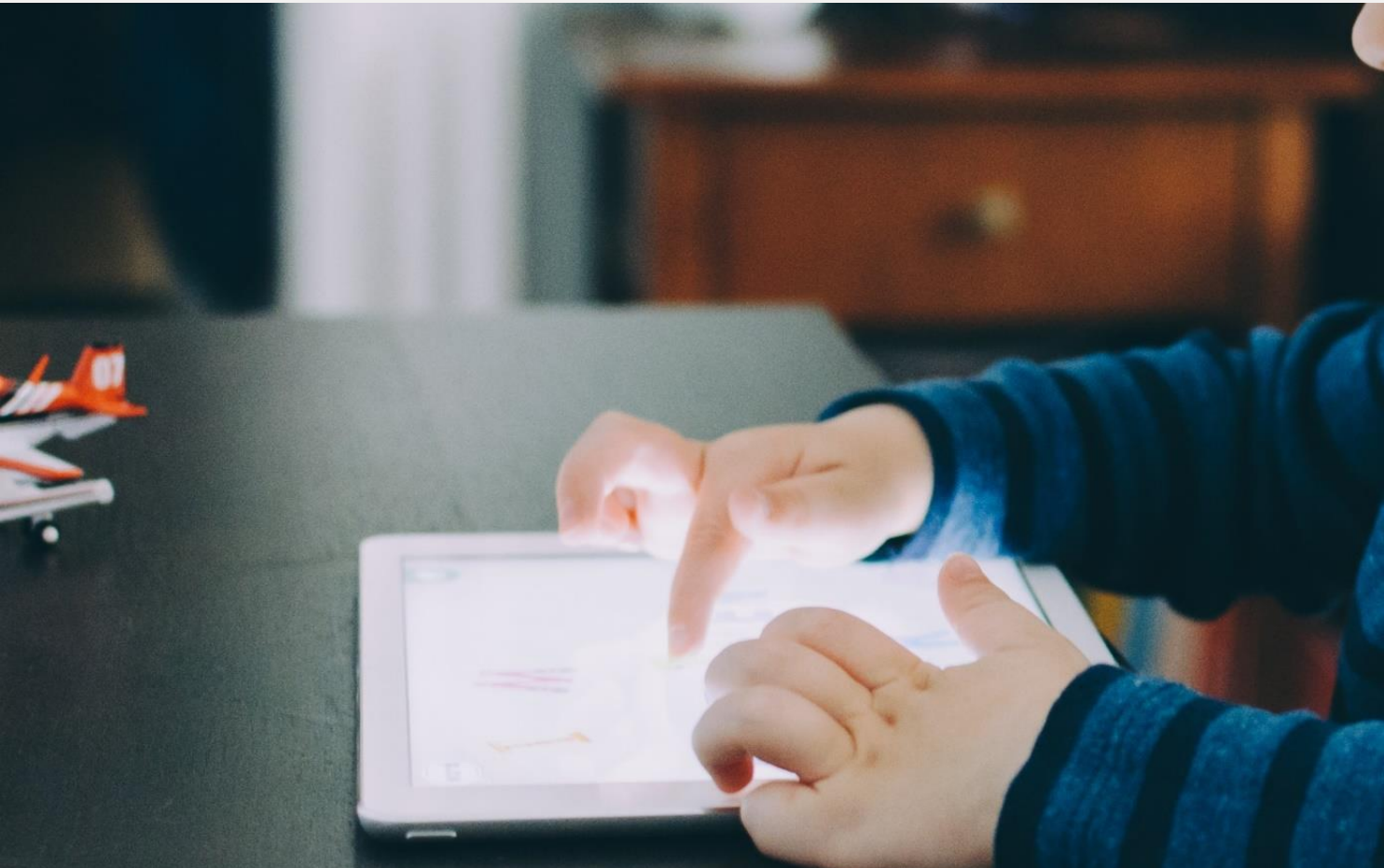
Types of games:

- adventure

What are immersive games?

Types of games:

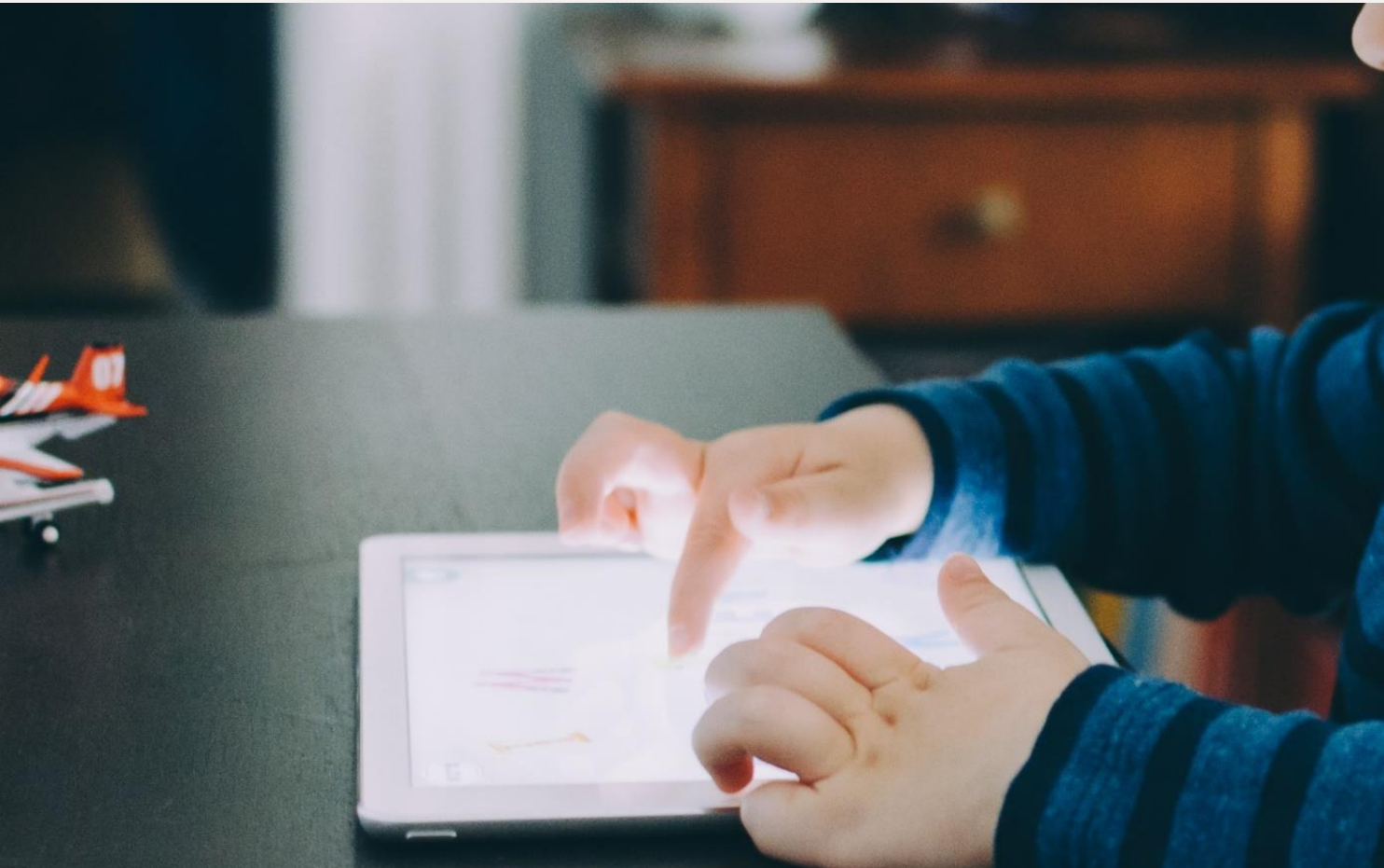- adventure

- role-play game (RPG)

What are immersive games?

Types of games:
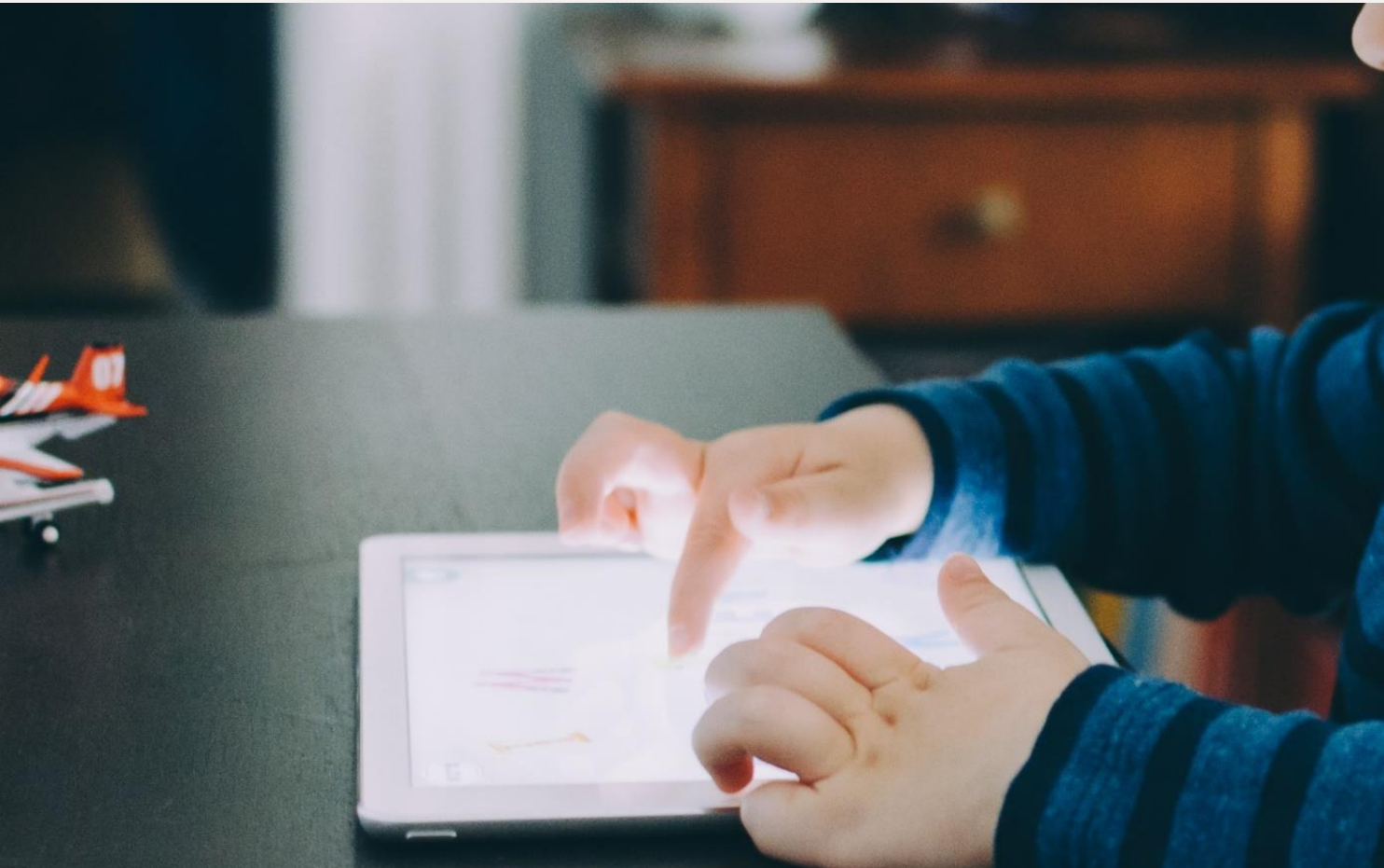
- adventure

- role-play game (RPG)

- sandbox

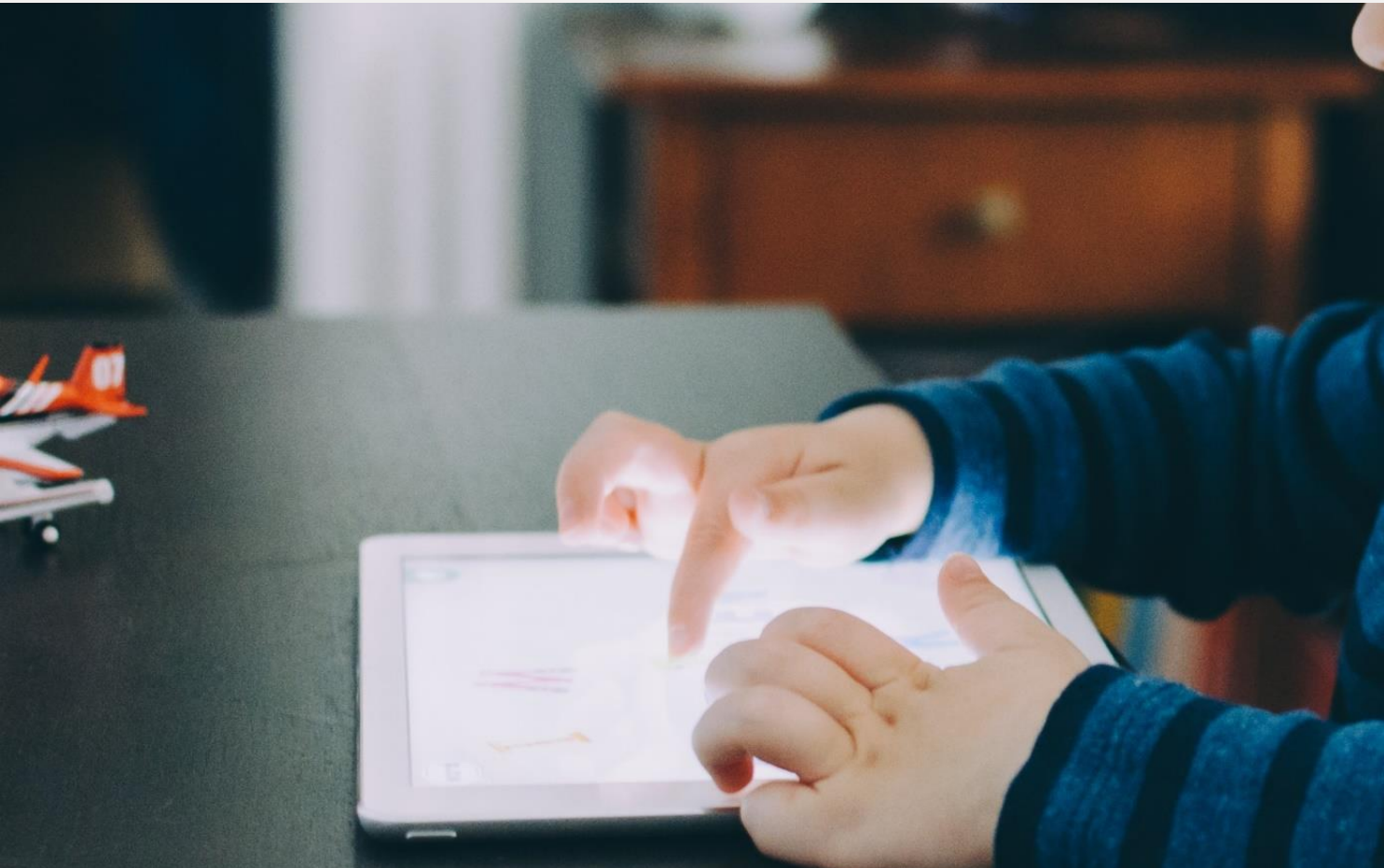# What are immersive games?

Types of games:

- adventure

- role-play game (RPG)

- sandbox

- simulation

What are immersive games?

Types of games:

- adventure

- role-play game (RPG)

- sandbox

- simulation

- MMORPGs, puzzle, virtual worlds

What are immersive games?

What immersive games do you play?

or

What immersive games do your students, family or friends play?

The value of immersive games

Benefits

- Engagement

The value of immersive games

Benefits

- Engagement
- Flow

The value of immersive games

Benefits

- Engagement
- Flow
- Emotional investment

The value of immersive games

Benefits

- Engagement

- Flow

- Emotional investment

- Freedom to fail

The value of immersive games

Benefits

- Engagement
- Flow
- Emotional investment
- Freedom to fail
- Meaningful language practice

The value of immersive games

Benefits

- Engagement
- Flow
- Emotional investment
- Freedom to fail
- Meaningful language practice
- 21st-century skills

The value of immersive games

Which benefit of immersive games would be the most significant to engage your learners?
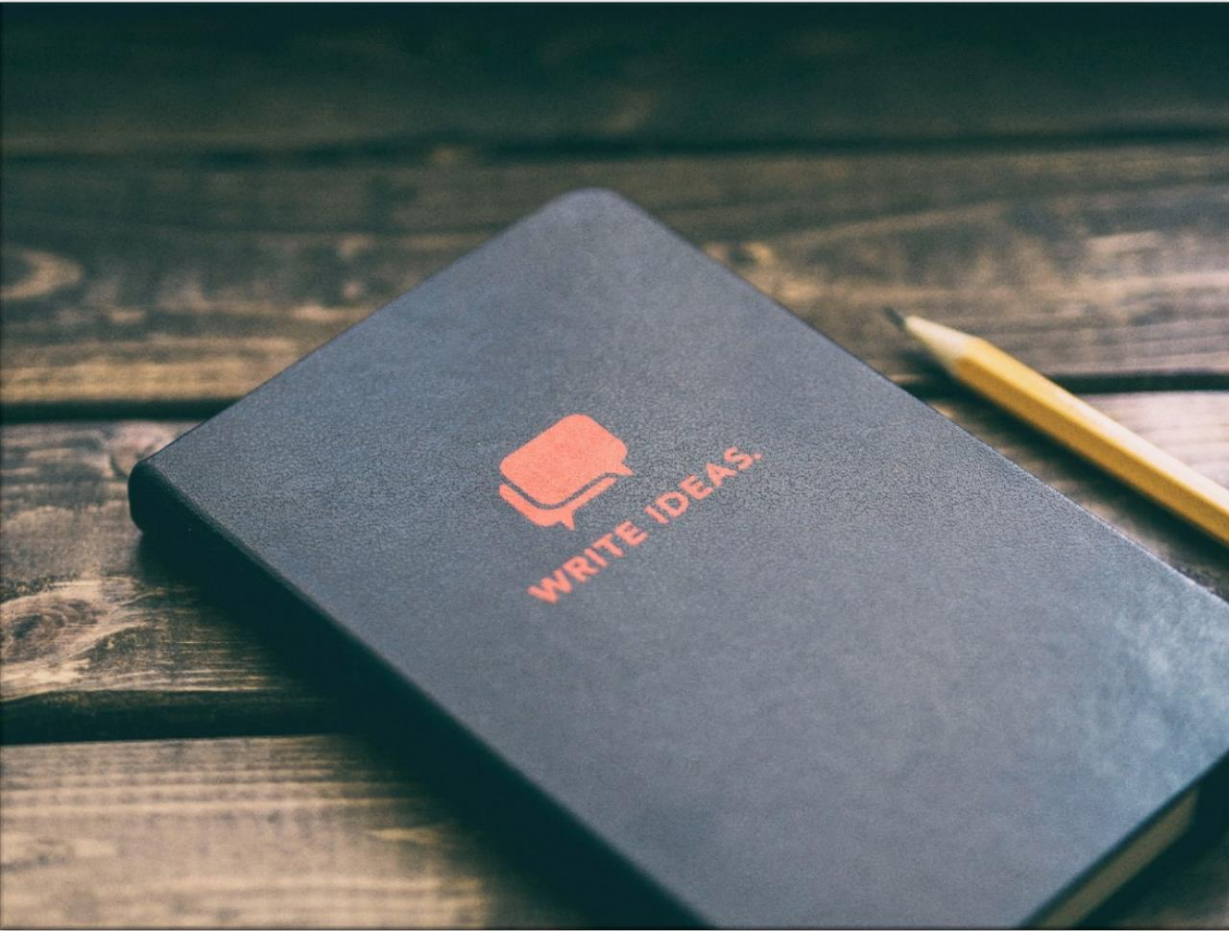
Are there any other benefits of immersive games?

Digital skills

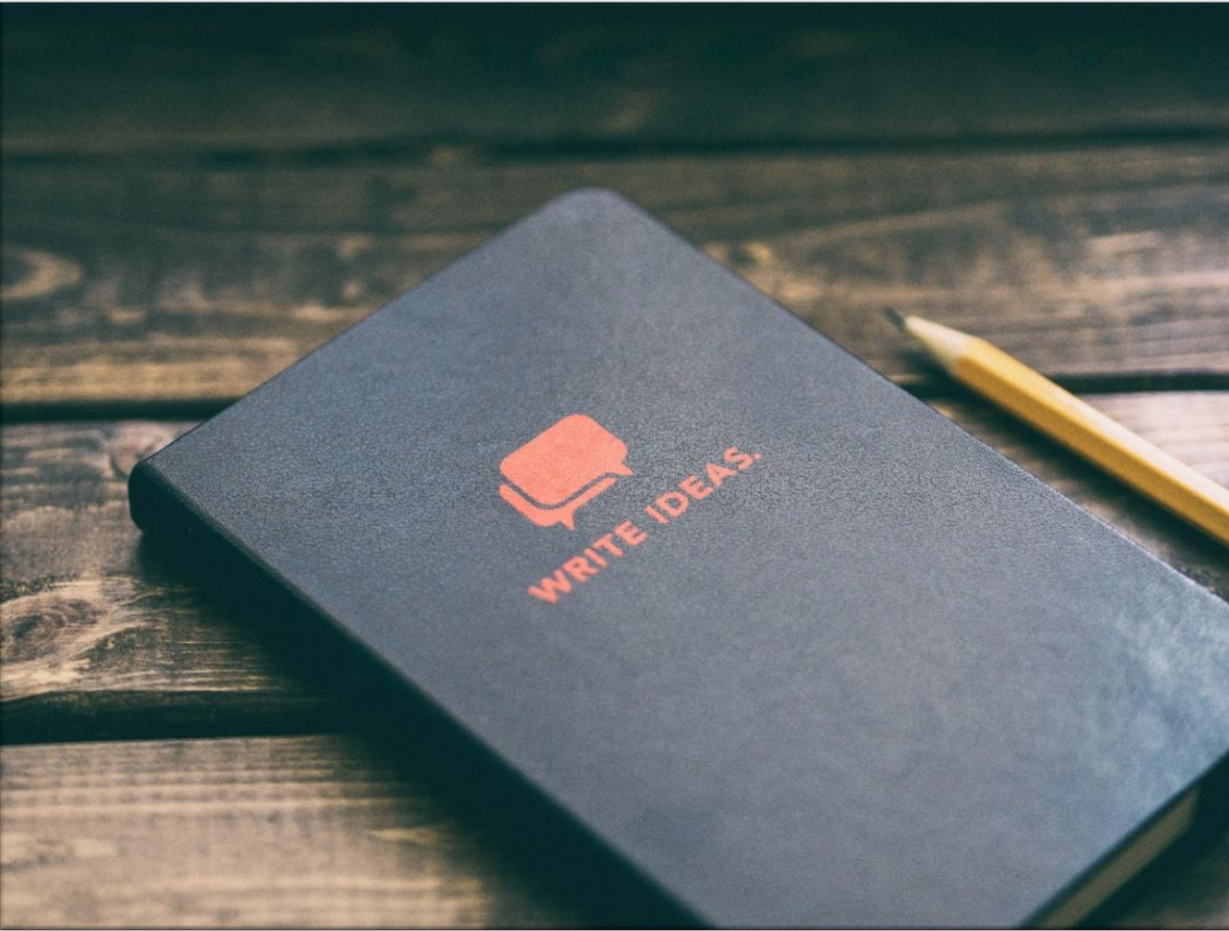Teacher and learner digital skills

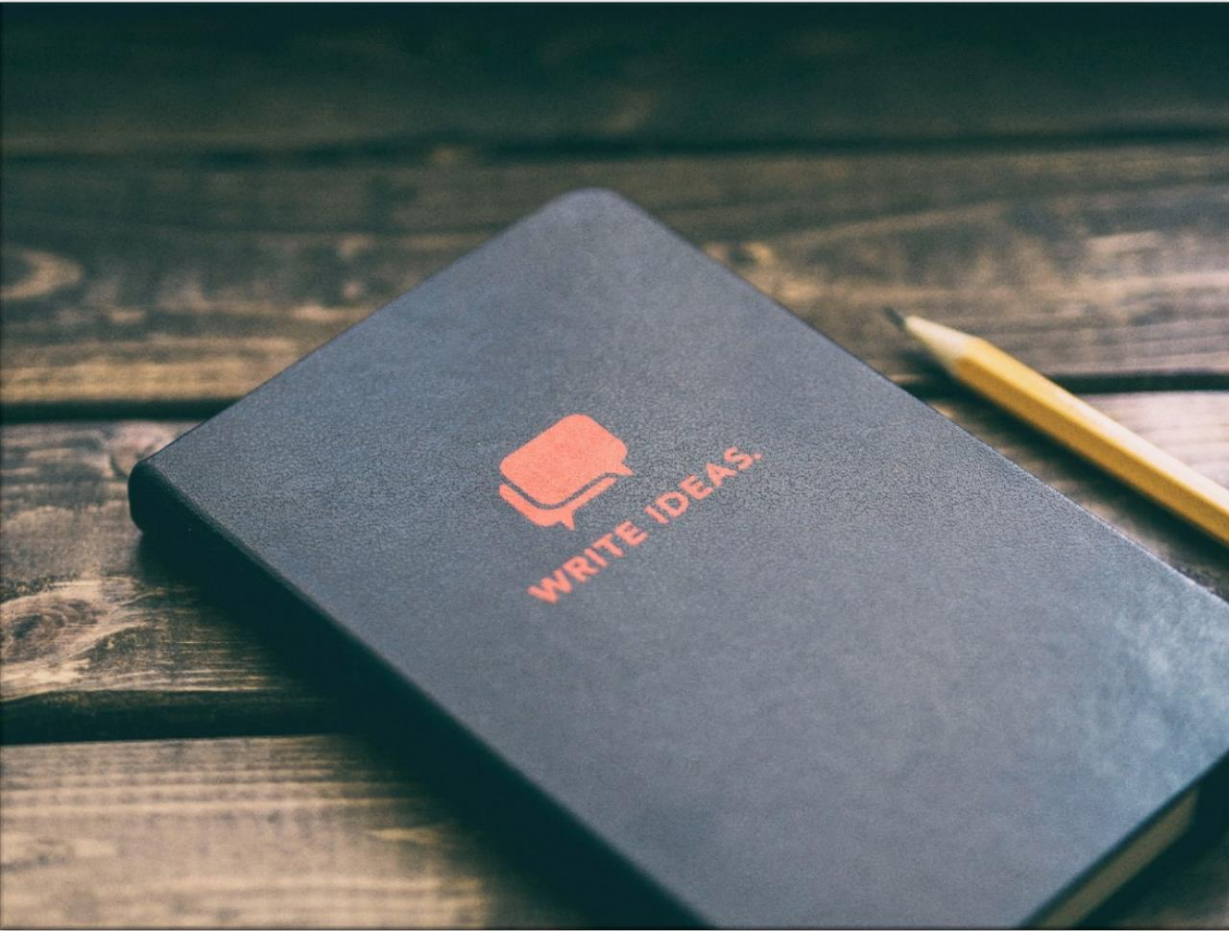# Evaluating an immersive game

1. How accessible is it?

Evaluating an immersive game

1. How accessible is it?

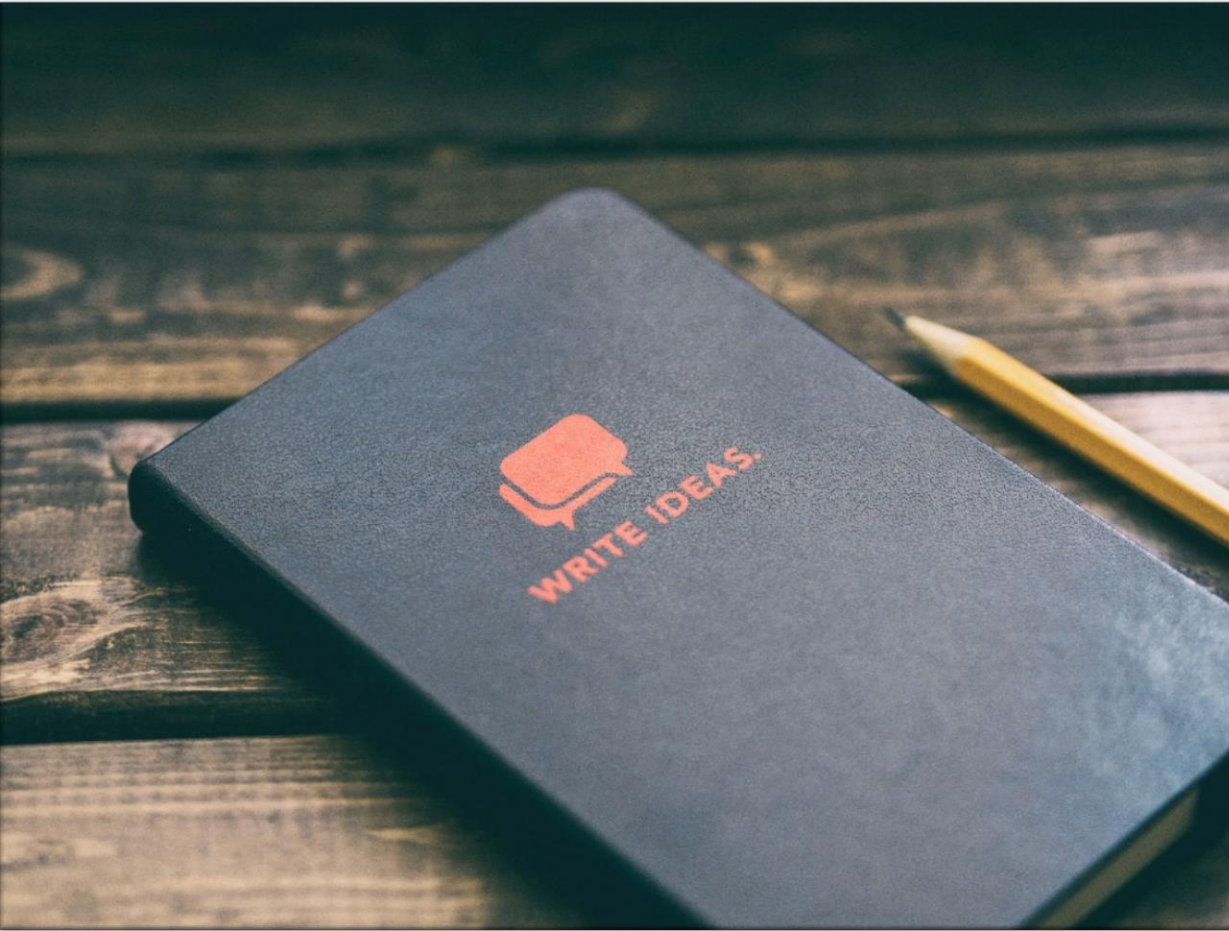2. What year was it published? Is it updated?

Evaluating an immersive game

1. How accessible is it?

2. What year was it published? Is it updated?

3. What age group is it aimed at?

https://pegi.info/

Evaluating an immersive game

1. How accessible is it?

2. What year was it published?
   Is it updated?

3. What age group is it aimed at?

4. What is the source language?
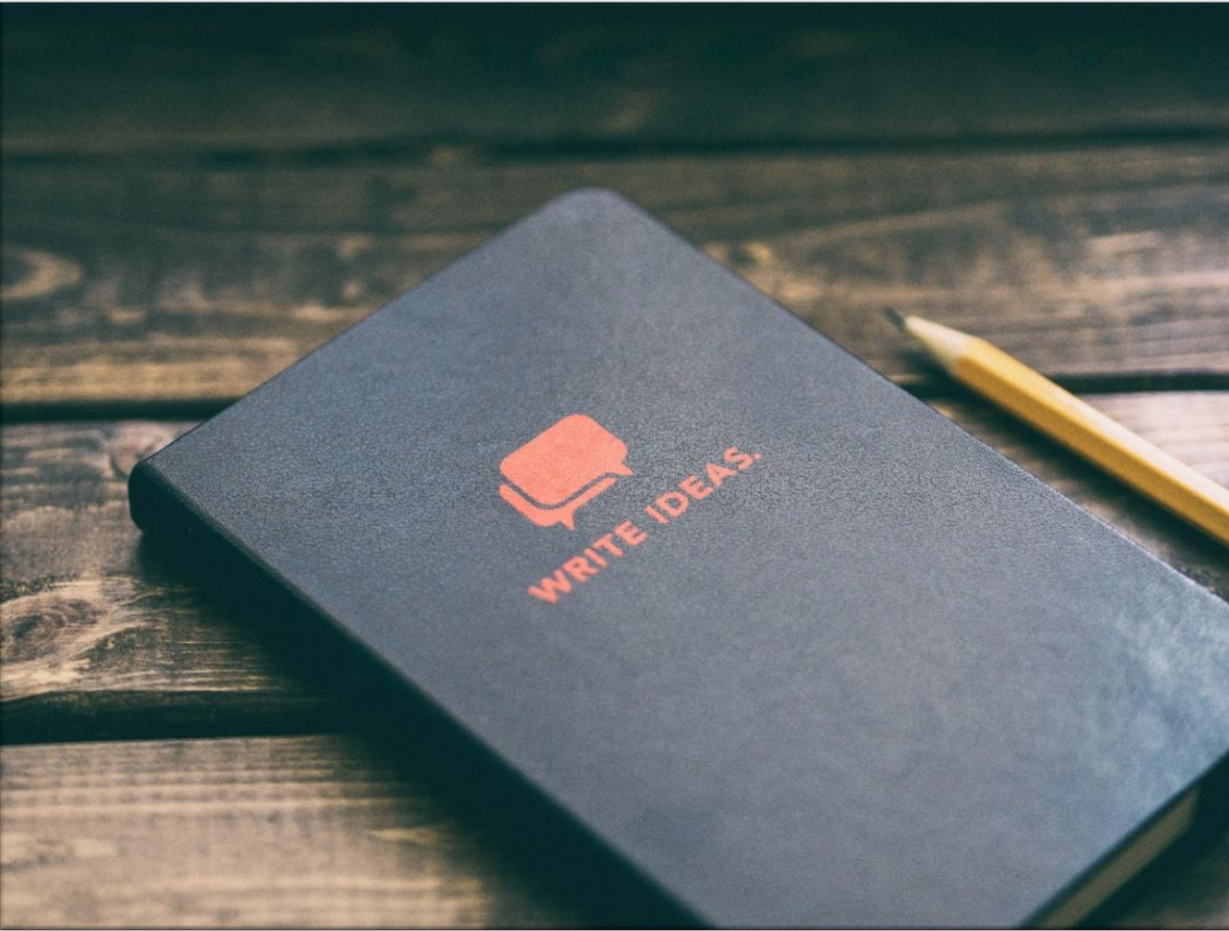
Evaluating an immersive game

1. How accessible is it?

2. What year was it published? Is it updated?

3. What age group is it aimed at?

4. What is the source language?

5. What skill(s) could be practised?

What to consider

Possible drawbacks

- Competition
- Cheating
- Not all learners enjoy all games
- Bullying in multiplayer games

Digital skills

- E-safety policy
- Terms and conditions
- Data protection

Evaluating immersive games

What experience have you had of using immersive games for language teaching or learning?
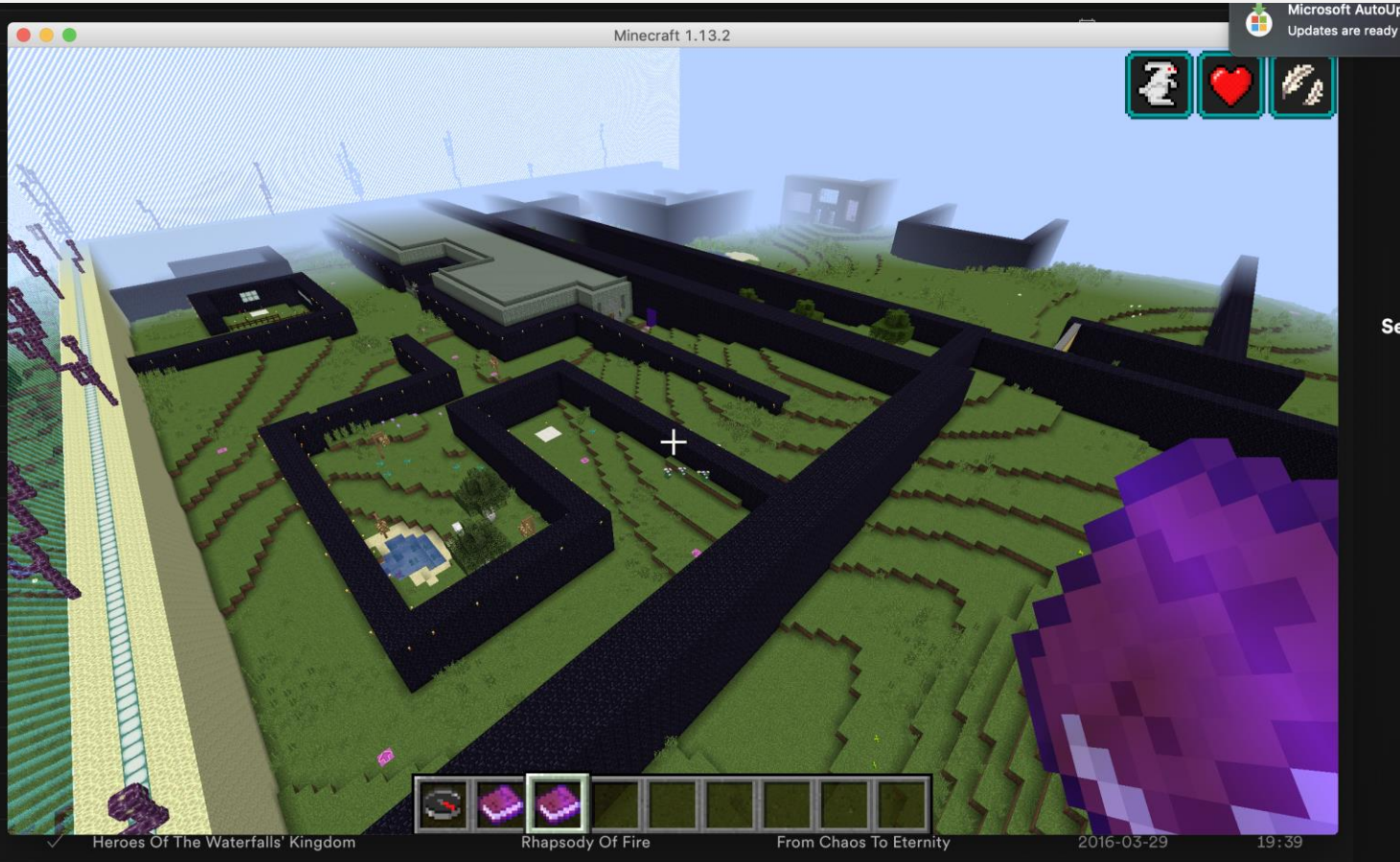
How would you evaluate that experience?

Evaluating immersive games

Examples of immersive games

Minecraft, Mojang www.minecraft.net/en-us, https://education.minecraft.net

A sandbox game

Build, mine, farm

Make your own story

Examples of immersive games

Ruby Rei, Wibbu https://wibbu.com/about-ruby-rei

About a space explorer

An engaging story

For English practice

Examples of immersive games
Lifeline, 3 Minute Games, LLC,
www.bigfishgames.com/daily/3mingames/lifeline

LIFELINE

written by
Dave Justus

THREE
MINUTE
GAMES

Help Taylor to survive

Out of game research

Choose your replies

Can anyone read me?

Who is this?   I read you.

Oh, thank God! It's so good to have human contact!

It's been hours!

Who are you?   What happened?

Images © 2015 Big Fish Games, Inc.
All rights reserved.
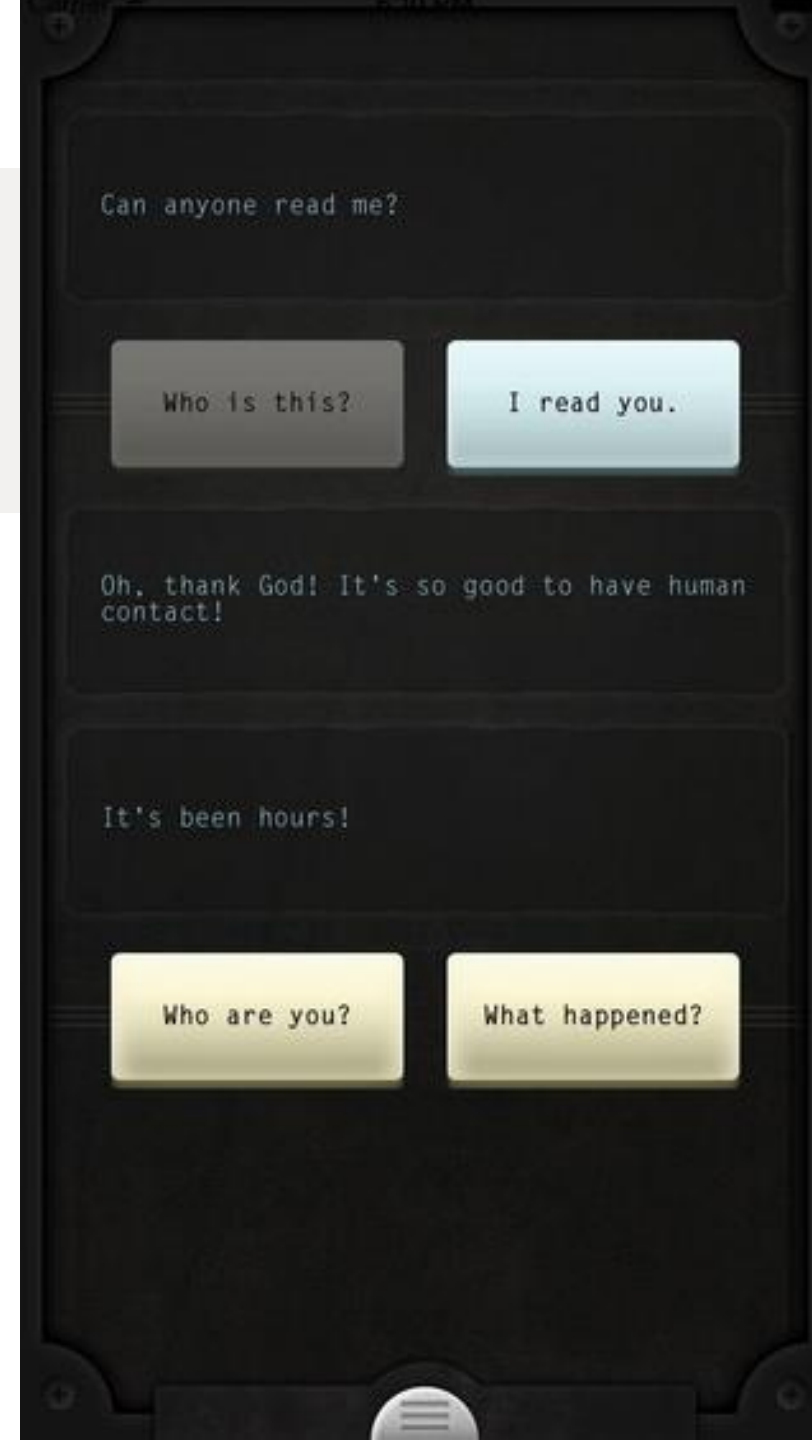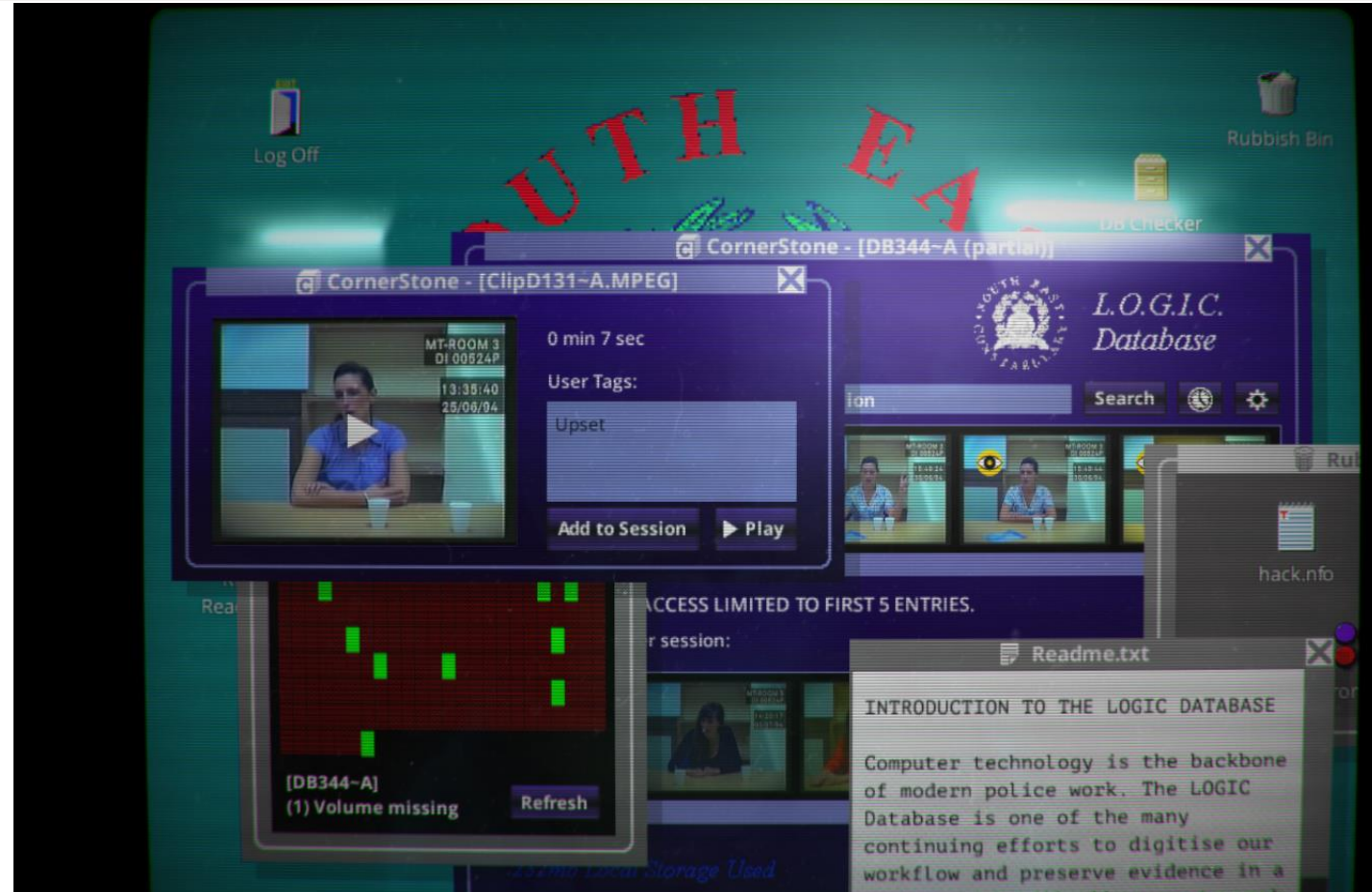
Examples of immersive games

Her Story, Sam Barlow www.herstorygame.com

About a fictional crime

Gather clues

Work out who did it

Image © Sam Barlow 2015

Examples of immersive games

Which games are suitable for use with your learners?

Putting it into practice

What games do your students play?

Get your students to show you or try them in your own time.

Putting it into practice

Consider whether you want to use a game to:

- enrich learning

- reinforce learning

- support learning.

How does it fit the curriculum?

Putting it into practice

Planning immersive games into your programme

Putting it into practice

How to use games for language learning

- As a stimulus for writing or discussion

Putting it into practice

How to use games for language learning

- As a stimulus for writing or discussion

- Team or individual work

Putting it into practice

How to use games for language learning

- As a stimulus for writing or discussion

- Team or individual work

- As a project

Putting it into practice

How to use games for language learning

- As a stimulus for writing or discussion

- Team or individual work

- As a project

- As homework

Putting it into practice

How to use games for language learning

- As a stimulus for writing or discussion

- Team or individual work

- As a project

- As homework

- Differentiation

Putting it into practice

Discussing games with parents

Any questions?
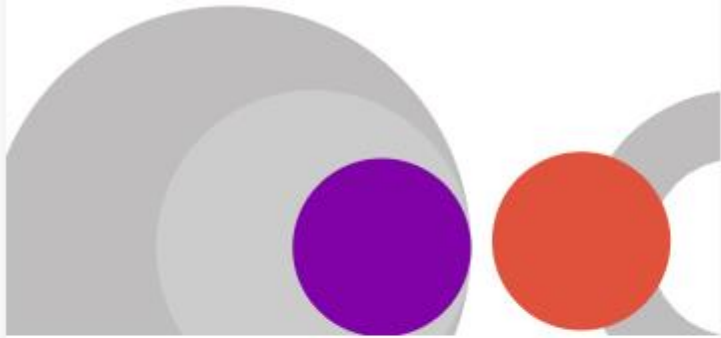
Write in now with any questions that you may have on anything that we have talked about today.

Where can I find out more?

thedigitalteacher.com

The Digital Teacher

Framework. Evaluate your needs. Take our self-evaluation, see what your digital strengths are, and think about what you want to work on.

Training. Develop your digital skills. Find resources to help you try out technology with confidence in your classroom.

Product reviews. Choose the right tools. Browse specialist reviews of tools which aid language learning and decide which products are right for you.

Where can I find out more?

Cambridge BETA: beta.cambridgeenglish.org
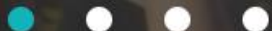
Where can I find out more?

Our website: www.cambridgeenglish.org/teaching-english

Cambridge Assessment English

Any questions?

Write in now with any questions that you may have on anything that we have talked about today.