



**@JALT 2021
CONFERENCE**

JALTCALL **FORUM**

Play, Playful Approaches, Games and Gaming
Culture in CALL Teaching and Research

Virtual



Check your Time Zone
<https://tinyurl.com/jaltcallforum2021>

Registration & Details
<http://jalt.org/>

SAT NOV 13, 2021

12.00 PM JST
03.00 AM UTC

PANELISTS

James York, Japan

On “ludic” teaching: The intersection of games, play and pedagogy



Deborah Healey, USA

Gaming vs. Gamification



Vance Stevens, Malaysia

Leveraging language learning through the participatory culture surrounding Minecraft



Vance Stevens presents on

Leveraging language learning through the participatory culture surrounding Minecraft

During the presentation, follow these slides at
<https://bit.ly/jalt2021vance>

Follow this talk while it's being given

Bit.ly for the slides -

jalt2021vance

<https://bit.ly/jalt2021vance>

Read about it later at the Bit.ly for the text -

vance2021jalt

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Description and purpose

The focus of [EVO Minecraft MOOC](#) is on helping teachers to understand how the participatory culture surrounding Minecraft can be used to leverage their students' learning of the target language.

Minecraft tends to be highly gamified but it also has great potential as a game-based platform for teaching and modeling content concepts in numerous disciplines

To be effective in a student-teacher dynamic, teachers have to experience for themselves the many nuances of the game as they strive to communicate to others their discoveries, as students tend to do during and after game play through a target language such as English.

EVO Minecraft MOOC is an environment to foster discovery learning among teachers learning the game, and by extrapolation with their students, via critical thinking, and problem solving through meaningful play.

Here, **Vance Stevens** presents evidence from the EVO Minecraft MOOC community regarding their students' acquisition of target language occurs both in and around this challenging and enjoyable game.

Today's presentation does NOT explain what Minecraft is

I gave THAT presentation at the TESOL 2021 Virtual Conference

More information about this presentation



<https://bit.ly/evomc21classics> links to all elements of the TESOL 2021 virtual presentation

Go to <http://evomc21classics.pbworks.com/> for

- The slides used in the TESOL presentation
- Details of the storyboard videos showing our meaningful play with peers in Minecraft
- References showing how teachers worldwide have used Minecraft in their teaching

Find the 20 min preview of my TESOL 2021 virtual presentation on YouTube, linked at left

<https://youtu.be/SfusidwHFs0>

Instead, today's presentation covers

Why you must PLAY Minecraft
in order to understand its use in
Language Learning

The Glass Cage: Automation and Us

- Video games tend to be loathed by people who don't play them
- You're sure to loathe this one

James Paul Gee's distinction between Big G and little g games

- The Game of School

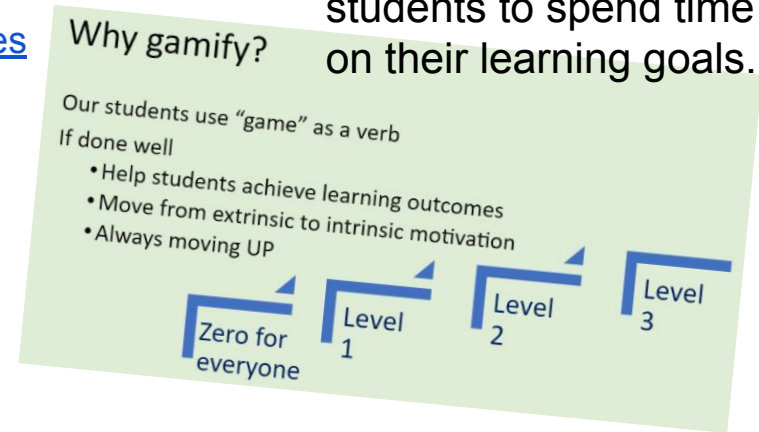
Minecraft has both Game based and Gamified elements

- Minecraft as a platform for game-based learning
- Minecraft as a platform for gamified learning

What the teachers say?

- Why and how to use Minecraft in Language Learning

How gamification and
GBL encourage
students to spend time
on their learning goals.



How teachers perceive the
effectiveness of this
approach after spending
time in Minecraft.

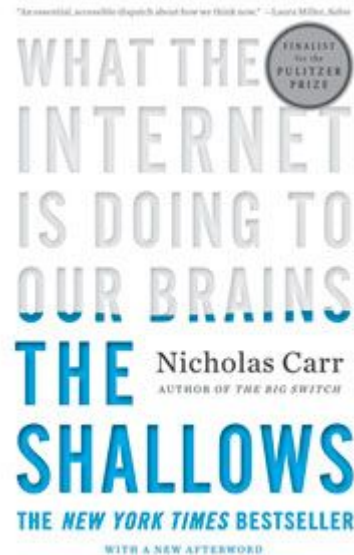
The Glass Cage: Automation and Us

You can read Nicholas Carr's
The Glass Cage

in full text here:

http://docshare.tips/the-glass-cage-automation-and-us-2014_574f2612b6d87f58348b6548.html

Glass Cage cover image from
<https://www.amazon.com/dp/B00J9PQXOE/ref=dp-kindle-redirect?encoding=UTF8&btkr=1>



Shallows cover image from:
<https://www.nicholascarr.com/>



You're sure to loathe this one!

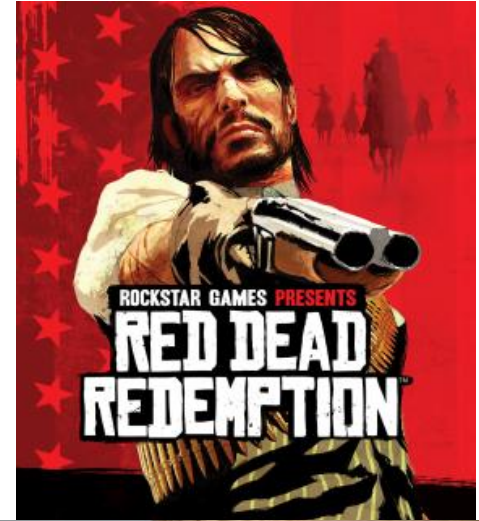
Image at below by *Imaged from Red Dead Redemption official website, Fair use,*

<https://en.wikipedia.org/w/index.php?curid=27171493>

Both images and text below from

https://en.wikipedia.org/wiki/Red_Dead_Redemption

Red Dead Redemption features a cover system that lets the player hide behind objects and reach out to fire on people and animals.



Carr's Chapter 18: Interlude, with Grave Robber

Carr forms an alliance with grave robber named Seth Briars ... who knew where people were he needed to find. But in exchange for leading me to them, he had demanded that I help him cart a load of fresh corpses to a dusty ghost town called Tumbleweed.

“I drove Seth’s horse-drawn wagon, while he stayed in the back, rifling the dead for valuables. The trip was a trial. ... when I tried to cross a rickety bridge ... the weight of the bodies shifted and I lost control of the horses. The wagon careened into a ravine, and I died.

I came back to life after a couple of purgatorial seconds, only to go through the ordeal again. After a half-dozen failed attempts, I began to despair of ever completing the mission.”

Video games tend to be loathed (by people who have never played them)

*“Video games tend to be loathed by people who have never played them. That’s understandable, given the gore involved, but it’s a shame. In addition to their considerable ingenuity and occasional beauty, the best games provide **a model for the design of software**. They show how applications can **encourage the development of skills** rather than their atrophy. To master a video game, a player has to struggle through **challenges of increasing difficulty**, always pushing the limits of his talent. Every mission has a goal, **there are rewards for doing well**”*

And **FLOW** - People who don’t play video games don’t experience flow in this connection, and therefore can’t know how this process works.

Another Interlude ...

gamify.com/what-is-gamification

What is Gamification?

Gamification with Dr Zachary Fitz Walter

<https://www.gamify.com/what-is-gamification>



Gamification is the application of game-design elements and game principles in **non-game contexts**.

It can also be defined as a set of activities and processes **to solve problems by using or applying the characteristics of game elements**.

But what is a game?

J. P. Gee's distinction between 'Big G' and 'little g' games

It is helpful to keep in mind Gee's distinction between **Big G** and **little g** games.

I see Minecraft as being a Game of language learning supported by the game of MC (which happens to be highly gamified, as well as having potential for game-based learning).

Some background on this from my point of view can be found here

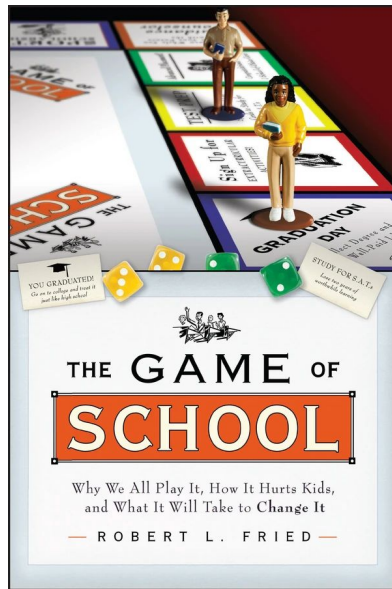
<https://learning2gether.net/2019/05/15/vance-stevens-presents-learning2gether-episode-411-on-big-g-little-g-games-for-niletesol-ltsig/>

James Paul Gee talks almost exclusively about GBL.

I rarely find where he discusses gamification.

Robert Fried (2005)

<https://www.amazon.com/Game-School-Chance-Jossey-Bass-Education/dp/1119143594>



Steve Hargadon -- The Game of School

Steve Hargadon has developed what he calls <https://gameofschool.com/> - alluding to students' success in school but not in the big G Game of Life.


The GAME of SCHOOL

HOME MENU WORKSHOP INFORMATION WORKSHOP GROUP ABOUT US

WELCOME!

Welcome to the "Game of School" community, devoted to helping students and their parents (and maybe teachers and administrators!) learn to play the game of school. Thanks for being here!

FORUM

 **What are the rules of the "game of school?" That is, what do students need to do in order to "win?"**

Do you have tips for making friends with teachers, getting homework done, taking tests, or other school requirements? You can reply by text or upload video here. If you want to do a series of student or teacher interviews, contact steve@gameofschool.com for help and instructions.

[Read more...](#)

Started by [Steve Hargadon](#)

So 'games' can be defined in multiple contexts

Minecraft has both game-based and gamified aspects



Minecraft Fishing Data

File Edit View Insert Format Data Tools Add-ons Help All changes saved in Drive

	A	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1	Fisherman	Fish					Treasure								
2		Cod	Salmon	Tropical	Puffer	Clown	Saddle	Enchanted book	Bow	Fishing Rod	Name tag	Nautilus Shell	Lilypad bowl	leather	
18	Bobbi	5	2		2										
19	Dae	6			1										
20	Jane	6	3		1										
21	Beth	5	3		1										
22	K4sons	6	1		1										
23	Beth	6			1	1			1					1	
24	Teacher Vance	3	2		1	2								1	



Tue April 7, 2020 - VSTE Minecraft Monday – Fishing data collection,
<https://learning2gether.net/2020/04/07/vste-minecraft-monday-fishing-data-collection/>

Minecraft as a platform for game-based learning



Here, teachers created a house where ancient scrolls were stored in chests.

Students retrieve the pieces of the scrolls and mount them on the walls.

They then re-order and orient them so that their messages emerged.

Minecraft as a platform for game-based learning

The pieces stored in separate chests were all parts of a larger story.

Learning2gether with VSTE Minecraft Mondays and East Coast Miners and IATEFL World Teachers' Day, Oct 7, 2019,

<https://learning2gether.net/2019/10/07/learning2gether-with-vste-minecrafter-monday-and-east-coast-miners/>



(Solve problems using characteristics of game elements)

- Kill spiders to earn experience points and get their string

- Repair & Name
- Iron Helmet_
- Inventory
- Enchantment Cost: 6

- OR

- ## Use experience points to enchant items

Crafting aft.com/tool_recipes/make_fishing_rod.php



The image shows a 3x3 crafting grid. The top row contains two wooden planks and one fishing rod. The middle row contains one wooden plank, one fishing rod, and one coiled fishing line. The bottom row contains one wooden plank, one fishing rod, and one coiled fishing line. An arrow points from the grid to a single fishing rod icon, indicating the result of the recipe.

https://www.digminecraft.com/item/string_of_pearls.php

Here is a place where you can trade with villages



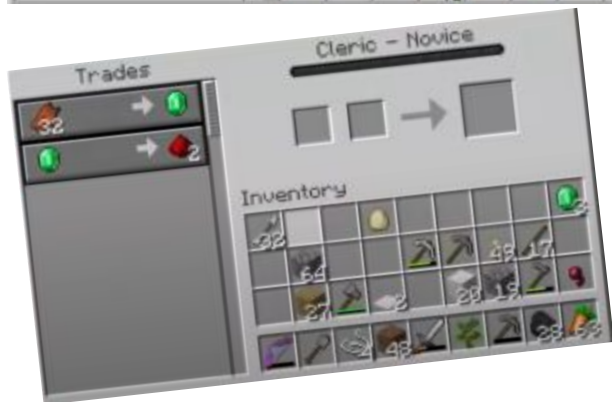
<https://youtu.be/SfusidwHFs0?t=266>

How to trade common items for emeralds

Right click on the villages to see what they will exchange for emeralds



Find a Fletcher to sell you arrows for emeralds



Teacher Vance, Bobbi Bear, and Mirea Artican trade string for emeralds and then buy arrows with the emeralds, Jan 2021

<https://youtu.be/vlqN7s1Ob8o>

Why use Minecraft in Language Learning

Minecraft fosters ...in language learning

Autonomy

Computer literacy skills

Critical thinking

Departure from traditional teaching and learning

Family and community

Motivation

Opportunities for language acquisition

Typing skills

Understanding accented language

Using language for reflection

Vocabulary and spelling

As identified in

Stevens (2021, April 17), where the author grouped topics from the conversation according to additional ways that Minecraft helps learners hone their language communication skills, according to what was said by the teachers in the recording.

Original transcribed data:

https://docs.google.com/document/d/1M5NrEH9_6O37o9BnOnUUbFL1jtcBYLogRJxMvgD3RZQ/edit?usp=sharing

Re-categorized into three broad categories

Paradigm shifts in teaching and learning

Teachers and students can depart from traditional teaching and learning

Family and community

Target language acquisition

Life and literacy skills

How teachers and students depart from traditional learning

Don: “You really have to **move away from traditional ideas of language teaching**, of the idea that today we're going to have a lesson that uses the past tense. I don't think you can effectively do those sorts of lessons in Minecraft.

Playing Minecraft isn't like ‘okay, I'm going to teach these language points.’ **Rather it's, ‘I'm going to play Minecraft and the language will come in through that.’**

Vance: “One complaint about Minecraft is ... where is it in the curriculum? but the answer to that is **the curriculum is in it.**

Marijana: “And **when they teach you, they actually learn even more, because they are using you to force them to use that language. Kids love to explain what they're doing**”

Family and community

Minecraft is not only a community endeavor but a family one: “A lot of us bring our kids in here on the server because we like to explore how they learn in this virtual world

Target language acquisition

Opportunities for language acquisition abound around the game of Minecraft

Vocabulary and spelling

Understanding accented language

Opportunities for language acquisition around Minecraft

Marijana Smolčec has long observed her sons becoming fluent in English **through playing Minecraft** and interacting with other players the ‘affinity space’ of the Big G meta-game (Smolčec, Smolčec, & Stevens, 2014). [Filip] stumbled upon many YouTube tutorials, where people were speaking English explaining, and ... **quickly picked up the language because you have to know how to craft certain things in Minecraft. You have to figure out the language.**”

Don: “Somehow watching game play tutorials is a different sort of thing - **you know what's happening in terms of the action, so you can make more sense of the language.**”

Vance: When I met Marijana’s sons in Croatia, Filip told me that learned about Minecraft largely by watching YouTube videos. **At first the language meant nothing to them, just gibberish. But eventually, meaning ‘emerged’** as he put it.

Vocabulary and spelling

Jane: “if you go back to your inventory and **if you mouse over an item, like carrots, you know there are the words spelled out there that identify each item.** This is a way that EFL learners can improve their um spelling because sometimes when they need to ask for these items in chat”

Camilla (a NNES): “we always speak English and I learned my vocabulary through gaming because I just know the dictionary meaning of the words, and you just learn some part of the English but not the entire English, and **you'd only realize that when you are actually speaking with someone else.**

And when you're gaming you have to negotiate the meaning all the time because some are native speakers and some are not.”

Understanding accented language

Camilla: People have so many different accents and you have access to all of that ... for me it is **the pronunciation part, because then for EFL context it is where you're exposed to the authentic environment.**

Marijana: “I think they are so totally immersed in the game that they actually do not care how they speak. **They communicate like in real life and that's the fun about it, without actually realizing you are learning.**”

Camilla: “Yeah I told them all the time that **I tricked them to learn because they don't realize that they're having a class in English.**”

Marijana: “in Croatia, will mainly be exposed to people worldwide who are not native speakers and they speak English with their own accent, and they have to understand that there are different accents, not only two English accents in the world. And this is what helps them to learn English even better,”

Life and literacy skills

Autonomy is promoted

Autonomy requires critical thinking

Motivation to engage in just-in-time learning

Using language for reflection

Computer literacy and typing skills

Autonomy is promoted

Autonomy in students accrues from teachers modeling autonomy in their teaching styles and techniques.

Don says **lack of expertise in Minecraft, “shouldn't stop a teacher from using it ... that's the greatest value of Minecraft, rather than the teacher programming a lesson ... that the kids are largely controlling and the teachers [are] the guide on the side”**

- requires critical thinking

Vance says: “Building in Minecraft requires some architectural intuition and mathematical skill because it's all done by blocks, so **you often have to predict.**

Let's see, if I head out this way, which way do I go to reach the surface or reach the spawner I'm trying to reach or whatever?”

Motivation to engage in just-in-time learning

Don: **“The motivation comes from the game** but then you spend, you know, hours and hours **looking at YouTube videos and maybe scouring wikis and Minecraft forums** trying to find the answers to how you do something in the world”

Using language for reflection

“Mattie has been writing, <https://mattietsai.com/>, and those are actually **now practicing English because he wants to do a learning diary of what he had either learned or maybe the words.**

Marijana’s sons didn’t do writing, they did YouTube videos, so that was some kind of a process of learning and there they picked up other things - **how to make videos and practice their speaking skills. So the intrinsic motivation and typing; we could go on and on”**

Computer literacy skills

Marijana: “What I loved about our sons and especially the older one is that **he didn't just play and learn English. He started creating his own worlds or servers or videos or tutorials ... He didn't just learn English he learned many other soft skills and technical stuff.**”

Don: “the idea of simply having Minecraft for the purpose of or as a replacement for language classes somehow doesn't capture this idea **there's this full complete package and that acquiring language is part of that complete package of computer literacy and world literacy** and kind of a whole range of uh personal development”

Typing skills

They need to really type them out and I think that's **one of the digital literacy skills that they gain out of playing, by learning how to type.**

Marijana's son “went on an international competition for typing so even those skills have been learned through games.”

References

Kuhn, J. and Stevens, V. (2017). Participatory culture as professional development: Preparing teachers to use Minecraft in the classroom. TESOL Journal 8, 4:753–767. <https://doi.org/10.1002/tesj.359> and <http://onlinelibrary.wiley.com/doi/10.1002/tesj.359/full>. Pre-publication proof available: https://vancestevens.com/papers/tesol/r1_TESJ_359_review2017oct25_1_archivecopy.pdf

Stevens, V. (2021, March 27). EVO Minecraft MOOC and Best of EVO at the 2021 TESOL Virtual Conference March 26-27. <https://learning2gether.net/2021/03/27/evo-minecraft-moocand-best-of-evo-at-the-2021-tesol-virtual-conference-march-26-27/>

Stevens, V. (2021, March 27). EVO Minecraft MOOC presenting at the 2021 TESOL Virtual Conference Best of EVO & EVOMC21 server tour [Video file]. YouTube. <https://www.youtube.com/watch?v=MnCUvIrt9oU>

Stevens, V. (2021, March 27). EVO Minecraft MOOC Best of EVO and Tour transcripts [Google Doc]. https://docs.google.com/document/d/1M5NrEH9_6O37o9BnOnUUbFL1jtcBYLoqRJxMvgD3RZQ/edit?usp=sharing

Stevens, V. (2021, April 17). Virtual worlds at virtual conferences: A keynote presentation at the first annual VirtuaTeLL conference TeLL SIG at NYS TESOL [Google Doc]. https://docs.google.com/document/d/1DPsJ6C3_tLLarXPMytSr9OBKZfmqnKd2NWltiWmkinE/edit?usp=sharing

More at <https://bit.ly/vance2021jalt>

A reminder

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