

JALT CALL 2022 Preview: Playful CALL: Exploring the Intersection of Games and Technology in Language Education.

[JALT CALL conference: June 17-19, 2022 Hybrid in
Kyoto with a robust online presence](#)

James York

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



James' resources are at:

Slides:

https://docs.google.com/presentation/d/1_dejByzISg82R86ZR4PITz0bd1SINpWWyjt_jW1hQPo/edit?usp=sharing

The Ludic Language Pedagogy journal <https://llpjournal.org/>

The Ludic Language Pedagogy Discord community:

<https://discord.gg/6SRrs7v5Yw>

Deborah Healey

Gaming and gamification
(be careful what you choose!)



Deborah's resources are at

<https://sites.google.com/site/gamificationforelteachers>

<https://sites.google.com/site/onlineresourcesforeltgames>

More at <https://www.deborahhealey.com>

All material is licensed as Creative Commons - free to use with my name as author and freely shared with others:

<https://creativecommons.org/licenses/by-sa/4.0/>



Vance Stevens

Leveraging language learning
through the participatory culture
surrounding Minecraft



Vance's presentations are always online under Creative Commons License, copyrighted under attribution share-alike

<https://creativecommons.org/licenses/by-sa/4.0/>

You can follow this talk while it's being given at the links below

Bit.ly for the slides - **jalt2021vance** <https://bit.ly/jalt2021vance>

Bit.ly for the text - **vance2021jalt** <https://bit.ly/vance2021jalt>