Ludic Language Pedagogy

Teaching languages with games and game-related projects.

By James York

Hello!

I'm James York

Co-chair *JALTCALL 2022*
Co-editor *Ludic Language Pedagogy*

#games #pedagogy #taiko #petscii
#techno

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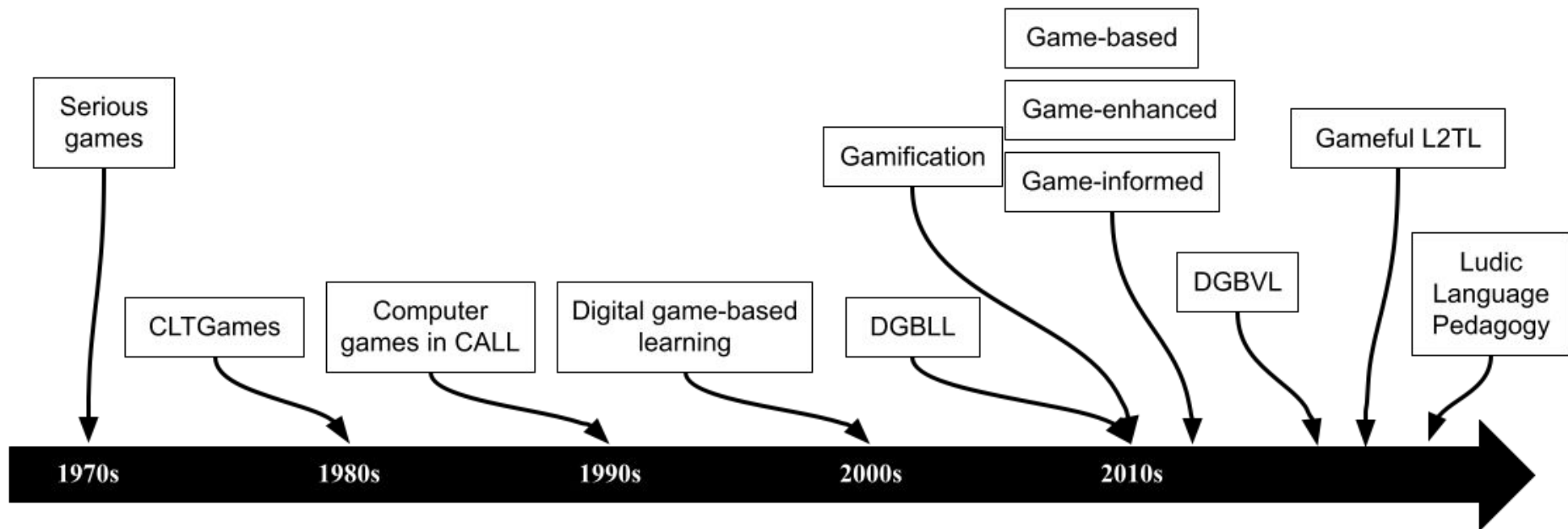**How to get involved**

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Q&A

A lot of the content in this presentation is from the upcoming paper:
York, J., Poole, F., deHaan, J. (forthcoming) Playing a new game—An argument for a teacher-focused field around games and play in language education, *Foreign Language Annals*.

Pictures of LLP in action mostly come from papers published at Ludic Language Pedagogy.

01: A brief history of games in language teaching

What has been done? What hasn't? Where are we now?

Serious games

CLTGames

Computer games in CALL

Digital game-based learning

Gamification

DGBLL

Game-based

Game-enhanced

Game-informed

DGBVL

Gameful L2TL

Ludic Language Pedagogy

1970s   1980s   1990s   2000s   2010s

This is most of the literature on Game-based language learning

The "Wild"

"Wow, games are super popular! Everyone is playing all the time!"

Let's explore how learning happens in the wild!

The Game

"Let's study it and figure out how it works. Then we can rebuild it and make it better for learning"

Explore game components and game designs for learning.

The Learner

"Do all students like learning? What games do they like? Do they even play games at home?"
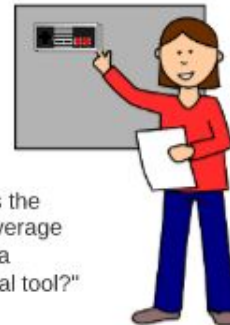
Some research here, but few details provided.

The Classroom

"People like games and people learn from games, so let's put games in the classroom. Learning should happen, right?"
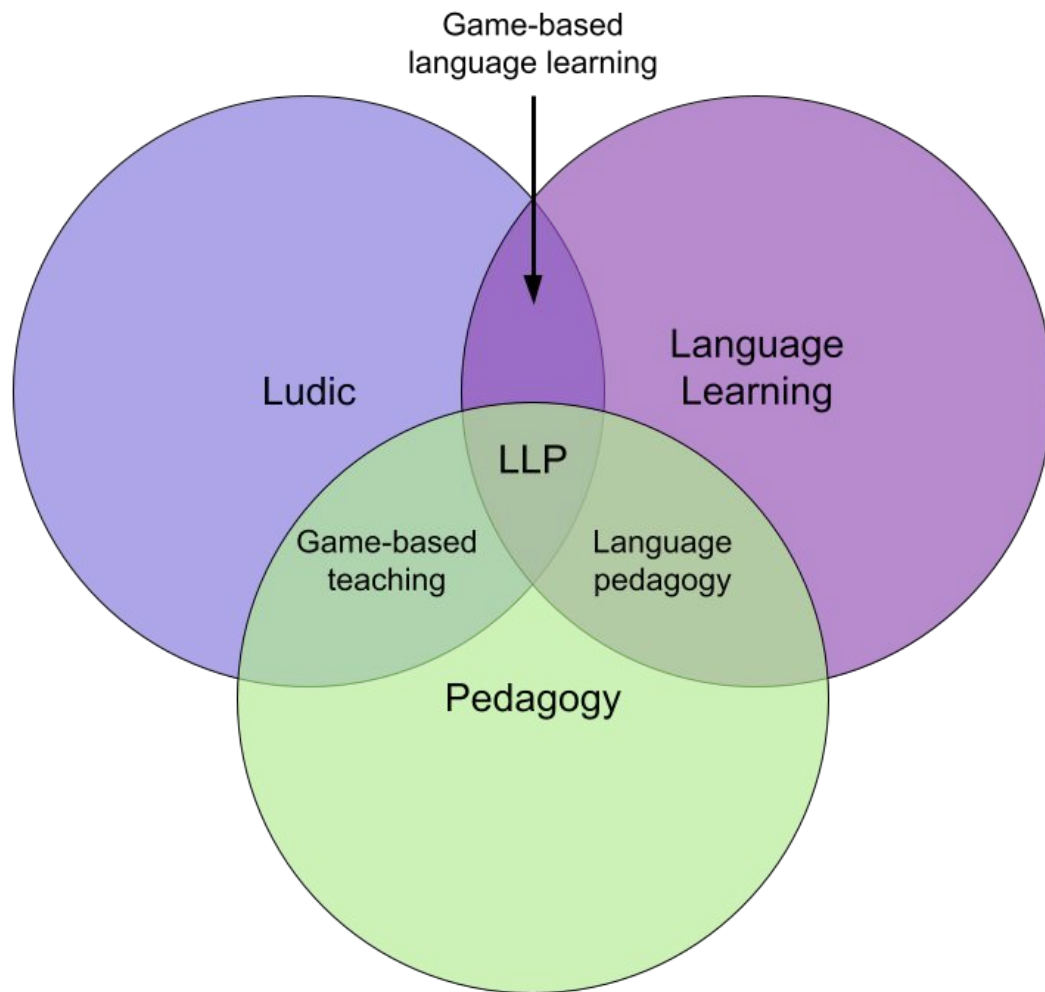
Almost no research here.

The Teacher

"How does the teacher leverage games as a pedagogical tool?"

This is our focus

Game-based
language learning

Ludic

Language
Learning

LLP

Game-based
teaching

Language
pedagogy

Pedagogy

What about "gamification?"

- **LLP <u>leverages student interests in games</u> towards <u>academic achievement</u> (York, 2020, 2021).**
- Education is already "gamified."
- I'm not interested in making classes "game-like."
  - "Game-like" does NOT equal playing a game or doing game-related activities.
  - Calling a class "game-like" does not make it instantly fun.
  - Remove the reward, remove the behaviour (Nicholson, 2015).
  - If anying, consider <u>self-determination theory</u> instead of <u>behaviour manipulation</u> (a talk for another day).

02: What does LLP look like?

On methodology, materials, and mediation

Prep: 5 mins (to read this recipe)
Additional: 1 hour - 1 year for creation and implementation
Servings: 1-100 (your class size)
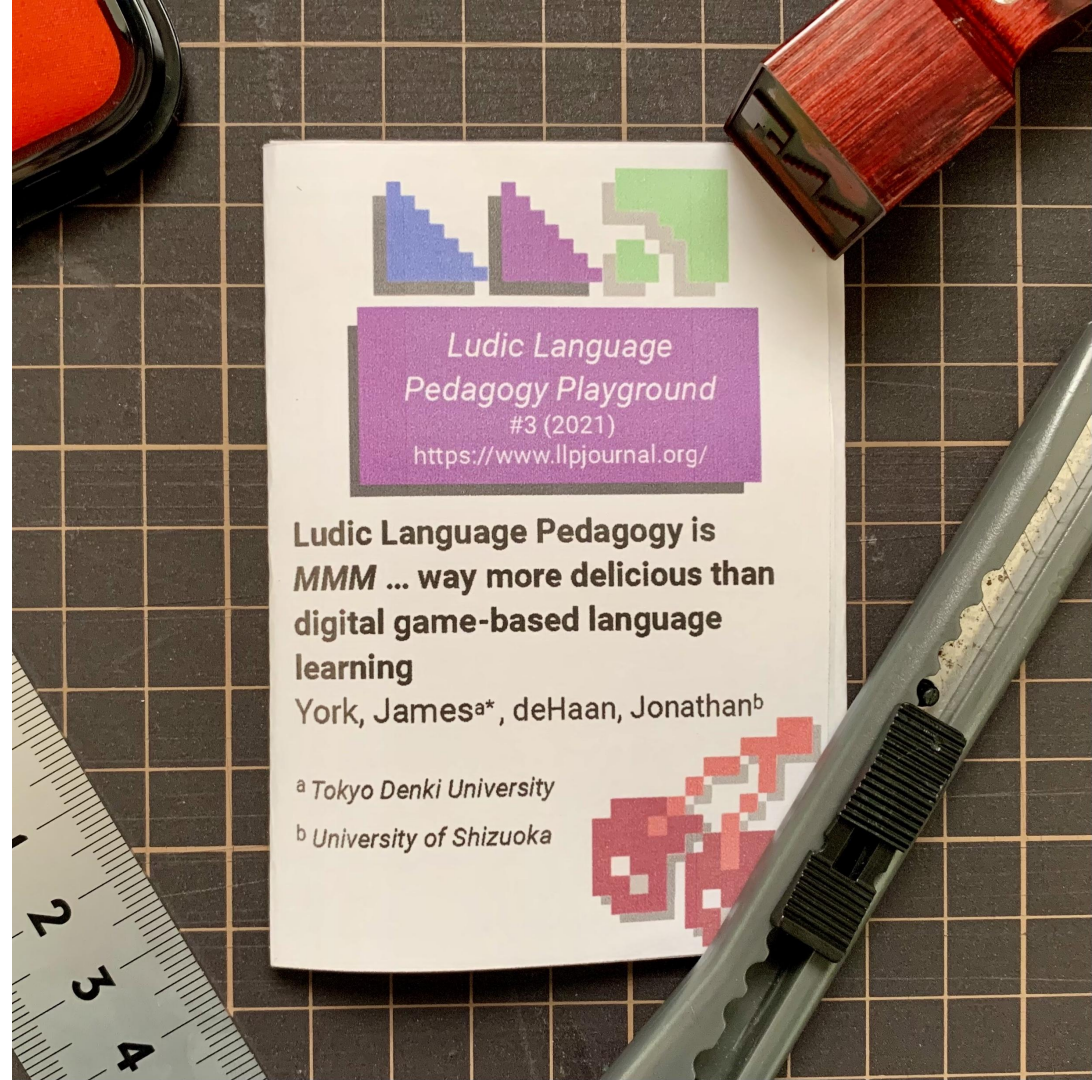**Nutrition Info**: 157 calories;
Ludic 10.4g; Language 16.8g; Pedagogy 21.5g

Ingredients
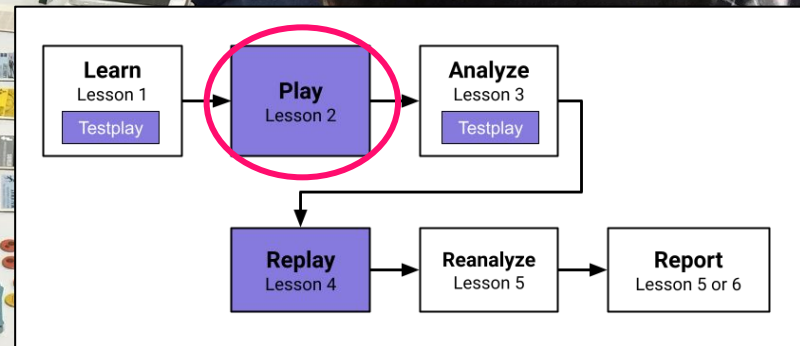Methods, Materials, Mediation

Instructions
1. Consider your guests' preferences (**students**).
2. Read great chefs' books or nutritionists' guidelines (research and **methods**)
3. Gather the right ingredients (**methods**, **materials**, **mediation**)
4. Lay the table (prepare your **materials** and classroom)
5. Be sure to stir (**interaction, mediation**)
6. Ask how your guests liked your meal (get **feedback** from students)
7. Share your creation on instagram or Discord (Tell the LLP **community** about it.)
8. Bake it again (**iterate**, **improve**, **innovate!**)

Ludic Language Pedagogy Playground
#3 (2021)
https://www.llpjournal.org/

Ludic Language Pedagogy is *MMM ...* way more delicious than digital game-based language learning
York, James[a]*, deHaan, Jonathan[b]

[a] *Tokyo Denki University*
[b] *University of Shizuoka*

	Explanation	Ingredients	Recipes
Methods Ludic ★★★☆☆ Language ★★★★★ Pedagogy ★★★★★	The overall **why** and **way** you organize your teaching to reach a specific **goal** for your learners. ● 4-skills development ● participation in fan communities ● intercultural communication	● CLT - [Communicative Language Teaching](#) ● TBLT - [Task-based language teaching](#) ● PedML - [The Pedagogy of Multiliteracies](#) ● Remixing - [Constructionist gaming](#) ● [+ more](#)	CLT - DM Jones (2020) TBLT - James York (2019) PedML - Jonathan deHaan (2020) Game-remixing - Savvani & Liapis (2019)
Materials Ludic ★★★★★ Language ★★★★☆ Pedagogy ★★★★☆	**Things** you find-adapt-make-use that help organize and express the method to your students.	● Worksheets ● Presentations ● Templates ● Previous student work ● Ludic elements (games, roles) ● Realia ● [+ more](#)	Worksheets - York (2019) Worksheets - Warner, Richardson & Lange (2019) Presentations - deHaan (2020) Realia - Bregni (2017) Roles - Jonathan deHaan et al. (2012)
Mediation Ludic ★★☆☆☆ Language ★★★★★ Pedagogy ★★★★★	The **interaction** that teachers have with students **before**, **during** and **after** gameplay and the material work.	● Explanations, ● modeling, ● framing, ● guiding, ● assisting, ● adapting, ● questioning, ● prompting, ● providing feedback, ● repeating tasks, ● translation, ● transcription, ● [+ more](#)	LLP [Walkthroughs](#) ● deHaan (2020) ● York (2019) ● Bradford et al., (2021) ● Spano (2021) LLP [Playgrounds](#) ● Jones (2020) ● McFadyen (2020) ● Rasmussen (2020)

English communication through gameplay

Learn Lesson 1	Play Lesson 2	Analyze Lesson 3
Testplay		Testplay

Replay Lesson 4	Reanalyze Lesson 5	Report Lesson 5 or 6

14
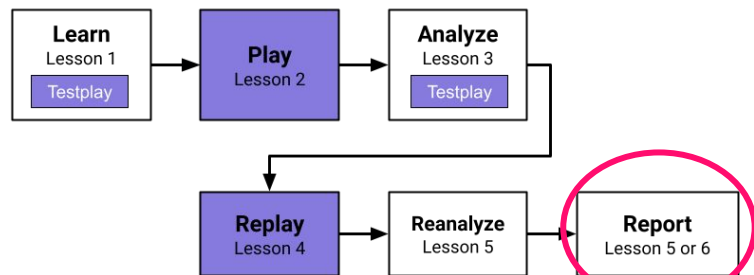
Pro-gamer inspired evaluation

Let's think about a strategy! (作戦)

Problem 1

Questions:

> • Today's plogect was a little difficult. But we can (could) solve questions Because I talked other people. I'm exciting (excited) for next game.

Whom should you send to the other room?

A: _____

Analyzing gameplay in the "Game Terakoya"

DIPLOMACY

GOAL — Control most supply center. Getting 18 supply using 6 sided dice. After 1912 Fall

The player who had more than 18 supply center wins.

occupy more than 18 cities

IMPORTANT THINGS
- One unit in one
- a cease-fire agreement
- think a lot of things

Inland Water Coastal

need much time plot system each country have 3 s.c except for Russia 4 s.c

YEARS — Begins in A year refers to one turn. One turn is a half year

TURNS — Fall and Spring negotiation movement withdrawal adjustment

ACTIONS/ORDERS
- defend territories
- an army can only move to an adjacent consultion and make order form
- fleets can convey an army
- fleet can only move water province

- a support order should match with movement order
- carry the army
- what was it is cut the support
- Hold order

COMMUNICATION WITH OTHER NATIONS
Don't trust friends. You can lie.
find a friend
You have to use English
you can negociate with friends in private room

International relations with Diplomacy

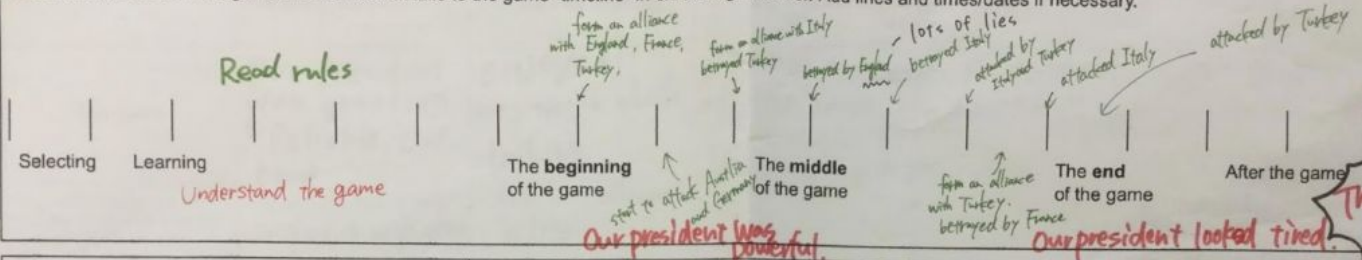**Discussion ("debriefing") Worksheet for** ___Diplomacy___
(game name)

Names ■

Pen Colors
Green
Red
Black
Blue

1. What happened? Add significant events or details to the game "timeline" in chronological order. Add lines and times/dates if necessary.

Read rules

form an alliance with England, France, Turkey,

form an alliance with Italy
betrayed Turkey

lots of lies
betrayed by England betrayed Italy

attacked by Italy attacked Turkey
attacked Italy

attacked by Turkey

| Selecting | Learning | | The **beginning** of the game | The **middle** of the game | | The **end** of the game | After the game |

Understand the game

start to attack Austria and Germany

Our president was powerful.

form an alliance with Turkey. betrayed by France

Our president looked tired.

Thank you so much! ■

2. What thoughts or feelings did you / do you have?
- Poor negotiation country vanished rapidly.
- Russia had too alliances to remain.
  - As a result, Our country was attacked by 4 countries.
- This game is difficult.
- There is a little grudge.

3. What did you observe during the game?
- Italy is good at negotiating.
- England lies a lot. · Austria went out speedly.
- France is England's.
- First I thought Turkey would be lose.
- People sometimes tell a lie.

4. What questions do you have?
- Why Turkey didn't increase Fleet when they got SC.
- Why Austria didn't negotiate? Vanish?
- Why did Russia get deceived?
- If nobody tell a lie, how will be? the game

5. How satisfied are you with the game? Why?

Name	Score (0-10) and reason
■	10. I could negotiate and talk a lot about the game.
	10 I like the communicational game.
	10. I have a lot of things to think, but it is very interesting
	10. First, I can't understand the rule, but my President help me. So, I enjoyed!

6. What do you think you learned?

About games	About language	About society	Other
· Lying is key to win. · Believing is also important to win the game.	· Italy's president has English skills so it has strong negotiation skills	· I could talk about Diplomacy with other people. · I could learn about many countries. · Telling a lie makes bad relationship.	· It is very hard to think about next move. · Unity is very important. · Sometimes, we need to tell a lie!

7. What data did you / your group collect? (circle types, write details)

Photos	Video	(Notes)	Game data (scores, etc)	(Other)
Nothing	Nothing	I have some plans but I didn't do.	England 11 Germany 0 Turkey 11 Austria 0 Italy 5 France 4 ★ Russia 3	Russia order sheet

r/apexlegends · Posted by u/Denizpow 3 days ago
2.4k
I drew Valkyrie getting wasted
Creative

WAAH! LESGOOO!
need more juice
CHECK OUT MY ONELINER!
Speed isn't life it just makes it go

TDU_NiYo0814 · 2d
Valkyrie
I love her. She is cuuuute AF <3
2 Reply Share Save Edit ...

Participation in international game communities

Why did you comment?
Because I love Valkyrie.

What slang did you use?
AF(As Fxxk), <3 (heart)

What was the reaction to your comments?
I got an upvote!

All of these teaching methods, materials, and lesson plans are available for free at LLP.

I personally love how that rhymed. All for free at LLP. Yeah!

03: How to get involved

The LLP community: More than just a journal

- Read our work: www.llpjournal.org
  - Three publication formats
    - **Playgrounds** -- play play play!
    - **Walkthroughs** -- show us what you did, help others do the same
    - **Articles** -- dive deep on a topic
- Join the community Discord
  - Feedback on papers and projects
  - Research collaboration
  - Game discussion
  - https://discord.com/invite/zCTcmPzF

04: Thanks for listening

Do you have any questions?

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