Playing by Ear: Building Listening Comprehension Skills through Games and Synthetic Immersive Environments

Study Abroad

Design Considerations
- Audio
- Camtasia
- Feedback
- Scaffolding

Cued Listening Comprehension
- Shared memory
- Design language
- Game design
- Material design
- User experience
Playing by Ear: Building Listening Comprehension Skills through Games and Synthetic Immersive Environments

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Study Abroad

+ What to replicate
  - need to use language
  - increased exposure to target language

- What to avoid
  - choice of L1 over L2
  - novice learner relies heavily on advanced learner
What to replicate

- need to use language
- increased exposure to target language
What to avoid

- choice of L1 over L2
- novice learner relies heavily on advanced learner
Background

- Need to practice a foreign language in order to become fluent.
- Lack of access to study abroad or other immersion opportunities.
L2 Listening Comprehension

- Need for low anxiety practice space
- Need to learn and apply listening strategies
Why games for L2 Listening???

- Interactivity
- Engagement
- Low anxiety practice
Commercial vs. Created

Commercial
- Ready made - lower cost
- Not as customized

Created/Built
- Time/financial investment
+ Greater control of learner/player experience
Commercial

+ Ready made - lower cost

- Not as customized
Created/Built

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+ Greater control of learner/player experience
What kinds of commercial (OTS) games work best?

- Adventure
- Role Play
- Simulation
- Strategy
http://games2teach.wordpress.com/
SIEs

Zengo Sayu
Zon
Tactical Iraqi
Croquelandia
DigiBahn
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Pedagogical Implications

• Digital games in the classroom
• Digital games as self-study tools
• Instructor support
Future Research

- SIEs vs. MMOGs vs. Mobile Games
- Assessment in Games
- Teacher Training
Thank you!
Thank you!
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