Learning by playing in the digital age

Use language through virtual immersion

LAURENCE SCHMOLL (UNIVERSITÉ DE STRASBOURG, UR1339 LILPA)
LSCHMOLL@UNISTRA.FR

Why would you use video games for language learning?

- Linguistic immersion
- Visual, auditive, haptic immersion
- Play caracteristics
- Active language user

An active language user

Henriot, 1989

Sykes et Reinhardt, 2013

Brougère, 2005

Goffman, 1991

Video game

Game player-centered definition
- A goal to achieve
- Decision making
(+ second degree)

Actions // Tâches

« je » actant

Action-oriented approach

Language user-centered definition
- Social actor
- Autonomous subject

Conseil de l'Europe, 2001
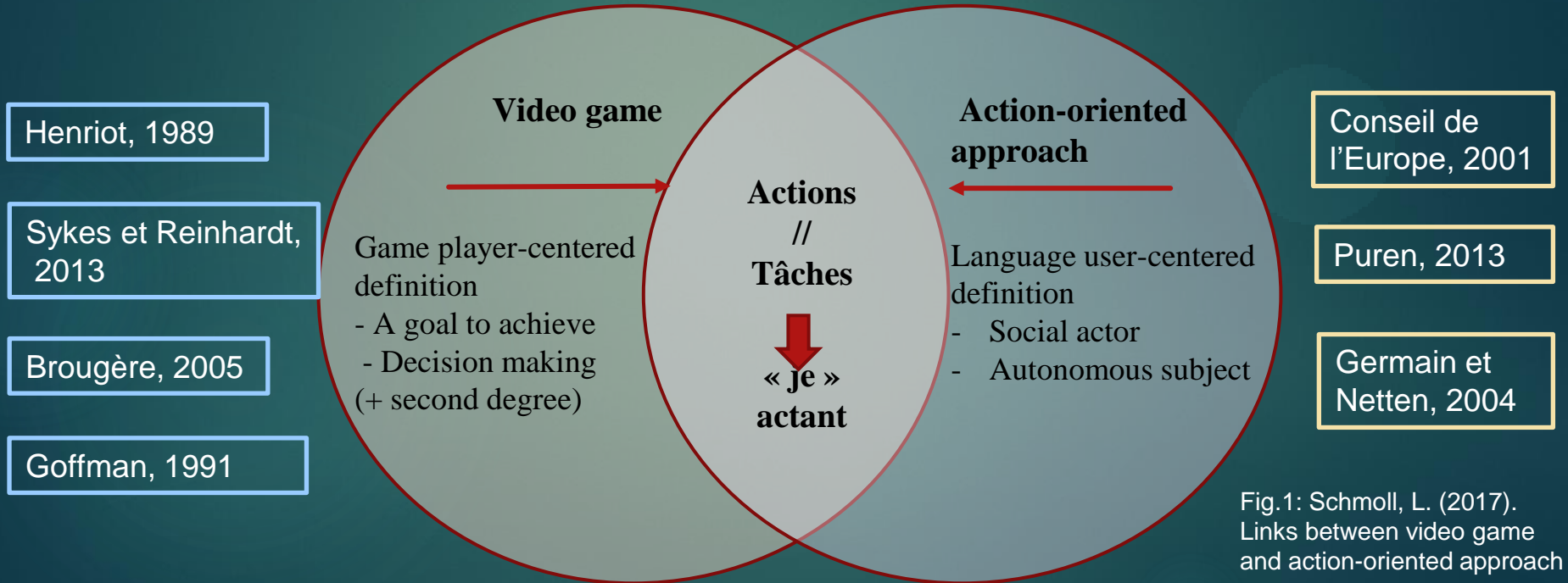
Puren, 2013

Germain et Netten, 2004

Fig.1: Schmoll, L. (2017). Links between video game and action-oriented approach

How?

Fig.2: Serious games (speed game and puzzle game): *Romanica (2019)*

Fig.3: Observation and thinking games: *Papers, please (2013)*

Fig.4 and 5: Collaborative games: *Spaceteam (2012)*

Varied platforms & tools

Fig.6 : *Wario Ware, Inc.* (Nintendo, 2003)

Fig.7 : *Façade* (Mateas et Stern, 2005)

2D/3D
Computer
Tablet
Smartphone
Gaming console

Virtual reality
Stereoscopic screen and glasses
RV helmet
Motion Capture
Immersive room

Fig.8 : Immersive room

Fig.9 : Stereoscopy