Teachers as Gamers

Language Practice in the Computer & Video Game Archive

Impetus

- NNS graduate students who need to become GSIs must pass an Oral English Test.

- Those who do not pass must participate in a structured language course before ret.
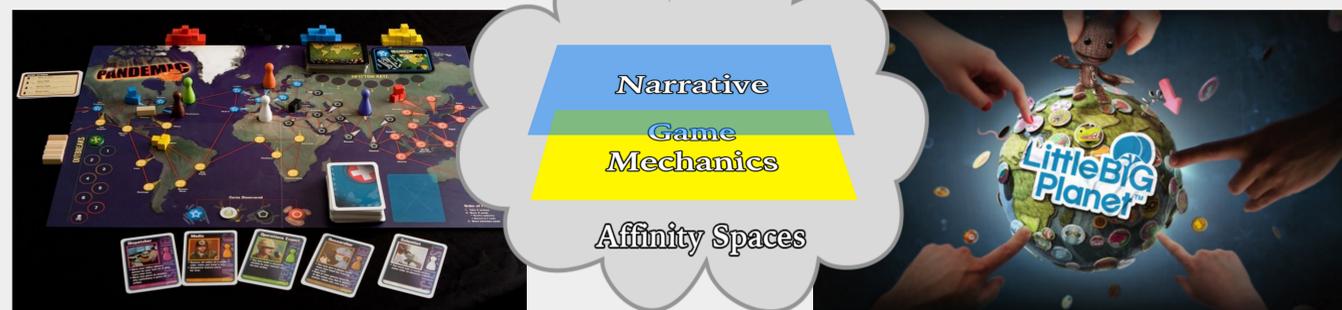
- No available courses in the summer.

Collaboration

In the summer of 2014 the ELI worked with the Language Resource Center and the U-M Library's Computer & Video Game Archive to pilot a ten-week GSI classroom discourse program.

Content and Structure

- Commercially available games, e.g., Halo, Pandemic, Ico

- Classroom language templates.

- Potential GSIs learn and teach two different games to their peers, running a session for each game as they would a traditional lab exercise.

- Videotaped sessions.

- GSIs received feedback on the language, grammar, and lesson content coherence of their game-presentation sessions in the same manner as they would for traditional lab sessions.

Results

- Approximately 2/3 of the GSIs who took the course passed the OPI test the second time.

- GSIs gained a structure around which to build their own lab sessions.

- GSIs improved their pronunciation, conversation and attending skills.

- GSIs gained empathy for their own students by experiencing what it is like to be a learner in another GSI's classroom.

Follow Up

Our team has presented at multiple national conferences with the hope that other instructors will begin to integrate these concepts and strategies into their own teaching.

Additionally, we have developed single-class-session modules that incorporate various games into language courses. In service of this goal, we created materials and roadmaps to assist instructors with their design of game- classroom integration.

Send feedback and ideas to:
language-games@umich.edu

"All play means something."

- **Johan Huizinga in "Homo Ludens: A Study of the Play-Element in Culture"**