



Le jeu de rôle de science-fiction comme modalité pédagogique pour les enseignements des langues étrangères des futurs techniciens et ingénieurs

Philippe Lépinard

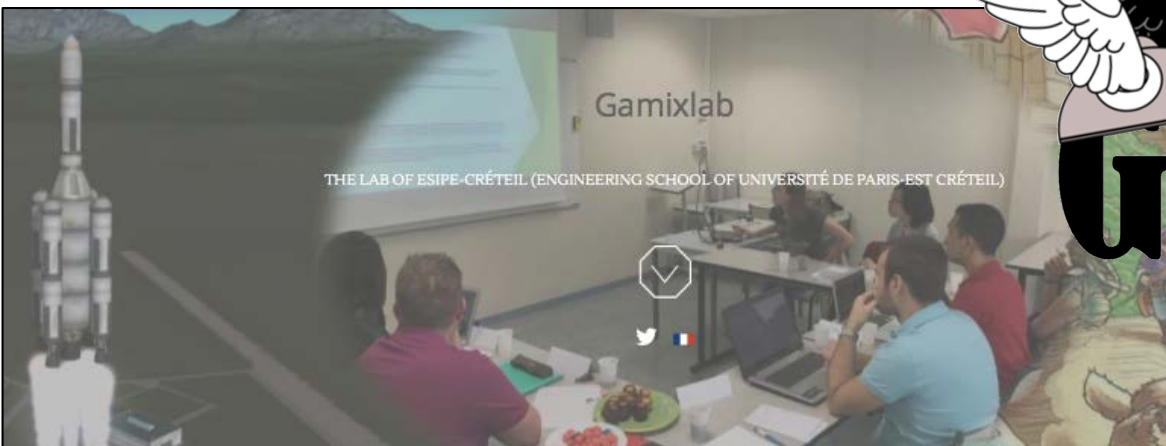
38^{ème} Congrès de l'APLIUT - Juin 2016 – IUT Lyon 1

Gamixlab : <http://gamixlab.com> contact@gamixlab.com



Gamixlab

- Fab lab de l'ESIPE
- *Serious gaming*
- Projets transverses
- (Innovations) pédagogiques



About us

The Lab of ESIPE-Créteil

Welcome! The lab of the engineering school of Paris-Est Créteil University (ESIPE-Créteil, former ESIAG-MIAGE) is a transdisciplinary "craft" lab (a mix between learning, gaming and fab lab) where students and teachers study serious gaming, gamification and game-based learning. According to Philippe Tomblaine, in his book "Video games, a story of the 10th art", the game is a mine of scriptwriting situations. In Gamixlab, we believe that it is also a mine of learning situations. It is therefore to take advantage of (video)game production to imagine new uses of opportunistic game-based learning.

**

The main objective is to co-design agile, innovative, low-cost, usable and diffusable training platforms or systems for teachers and professional trainers by integrating any kind of games : video games, tabletop role-playing games, wargames, professional low-fidelity simulators, board games, etc. Our work aims face-training and therefore do not care directly to serious games (in the canonical sense of the term, that is to say, a video game for self-education and designed by a specialized editor) .

**

For this, we rely on recognized academic and professional partners related to simulation training (including members of ADIS group). All the projects themselves are seen as places of learning and are made according to agile project management methods and design thinking approach.

**

As a new entity in Université de Paris-Est Créteil, we are searching about academic and business partners for supporting our projects and proposing new ones. We also welcome other components or universities students or teachers to participate in our different activities. Do not hesitate to contact us for any kind of subjects (project proposal, project management, partnership, sponsorship, lectures, etc.). Thank you !

Info and contact



📍 Classroom TD 3 - ESIAG - 71 rue Saint Simon - 94017 Créteil - France

📍 Map : <http://urlz.fr/2TbQ>

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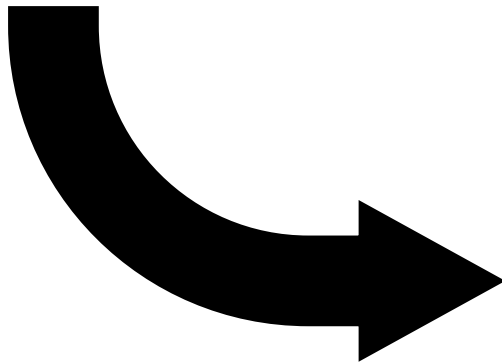
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✉ [contact\[at\]gamixlab.com](mailto:contact[at]gamixlab.com)

🌐 <http://esipe.u-pec.fr>



Univers imaginaire partagé





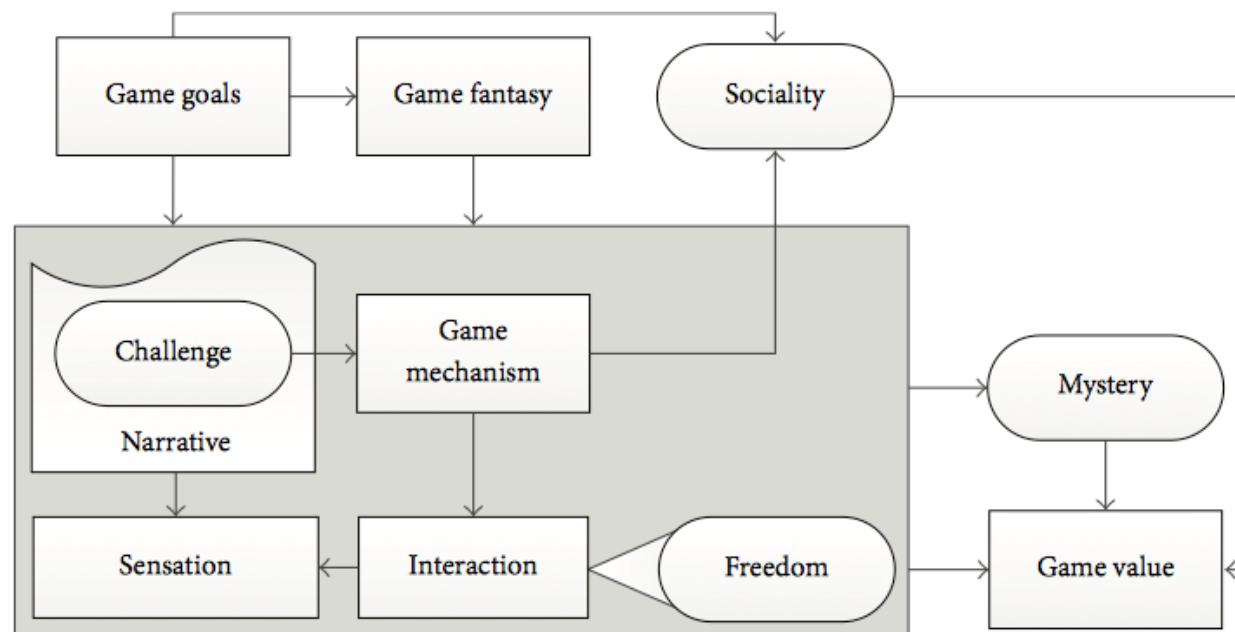
Univers imaginaire partagé, **interactif et co-construit**



Mener des parties de jeu de rôle

Olivier CAÏRA - Coralie DAVID - Sébastien DELFINO
 Fabien DENEUVILLE - Nicolas DESSAUX
 Romain D'HUISSIER - Jean-Philippe JAWORSKI
 Alexandre JEANNETTE - Alexis LAMIABLE - Jérôme LARRÉ
 Tristan LHOMME - Thomas MUNIER - Éric NIEUDAN
 Isabelle PÉRIER - Gregory POGORZELSKI - Thomas ROBERT
 Pierre ROSENTHAL - Stéphane TREILLE

Interactivité, autonomie, progression, immersion, interdépendance, improvisation, initiative, collaboration, discussion, description, etc.



Game-Based Learning Design Model de Shi & Shih (2015)

=> Motivation intrinsèque

Théorie de l'autodétermination de Deci & Ryan

*"Conditions supporting the individual's experience of **autonomy**, **competence**, and **relatedness** are argued to foster the most volitional and high quality forms of motivation and engagement for activities, including enhanced performance, persistence, and creativity"*

=> Décontextualisation

Plusieurs travaux de recherche en cours semblent montrer que la décontextualisation permet un meilleur engagement car elle « casse » les routines cognitives et organisationnelles et attise la curiosité.

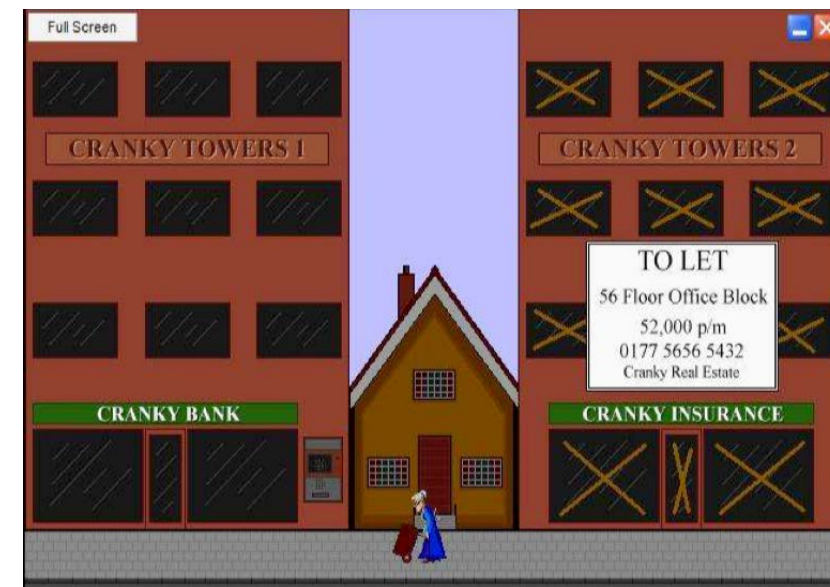
SIMLEAD (Thales) : management d'équipes
(Martin, 2015, 2016)



Mineraft : gestion de projet
(Lépinard, 2014, 2015, en cours)



Simulation nucléaire
(Fauquet-Alekhine & Boucherand, 2016)

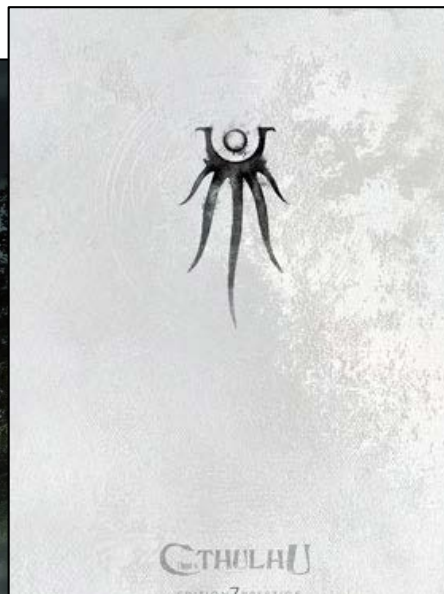


=> Difficultés / contraintes

1. Règles : parfois complexes (mais non obligatoires...)

2. Temps : construction d'un monde cohérent, scénarisation et didactisation

3. Taille des effectifs : une table est constituée de 3 à 6 joueurs, sans compter le MJ (jeux multi-tables possibles mais contraintes supplémentaires)



Univers de H. P. Lovecraft
Début 19^{ème} siècle
Enquêtes (fantastiques)
=> UFR Droit (cours
d'anglais et projet de
recherche)

Univers post apocalyptique
Hard science-fiction
Trans/posthumanisme
Aventure



=> ESIPE-Créteil (projet de recherche
et expérimentation pédagogique)

=> Eclipse Phase



+ Projet technique parallèle





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Gamixlab



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Merci de votre attention !

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