



Katana and Grand Guru: A Game of the Lost Words (hackathon's task 1)

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Framework Programme
Horizon 2020

Constraints

- Creating a real Game (not a gamified platform)

- Dealing with non-standardized languages

- Creating a consistent world

Implementation

Beyond the Game

Perspectives

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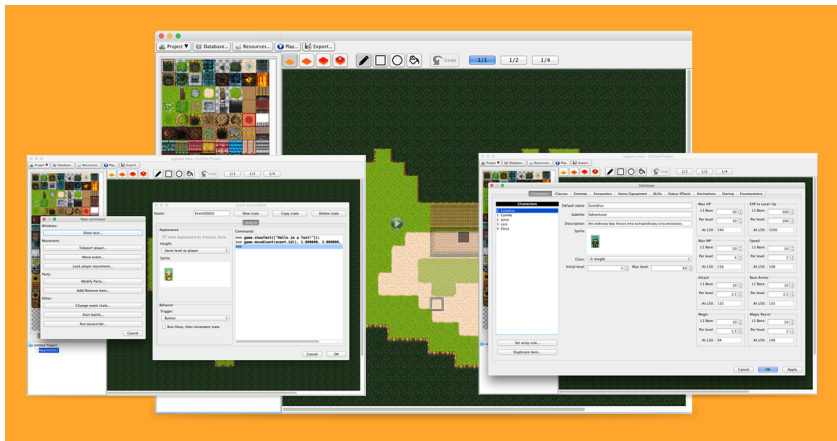
Implementation

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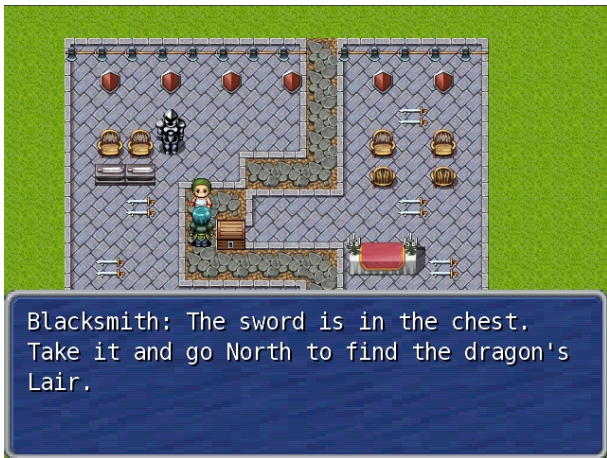
RPG Boss: develop your own RPG with "no" coding

RPG = Role Playing Game



<http://rpgboss.com/>

A real game, developed in 2 (really full) days



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Specifics to take into account

Languages with no standard orthography:

- ⇒ not only **dialectal** variations, also **writing** variations
- ⇒ **no** reference!

Examples of such languages:

- ▶ French regional languages (Alsatian, Creoles, etc)
- ▶ Canadian indigenous languages

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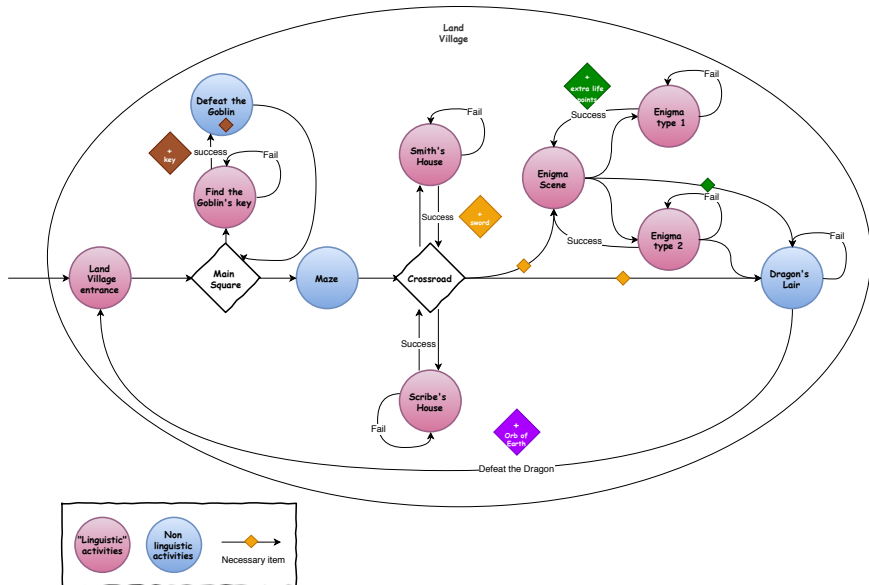
Beyond the Game

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A whole 4 elements world to explore (drawing by Marianne)



A non linear storyline



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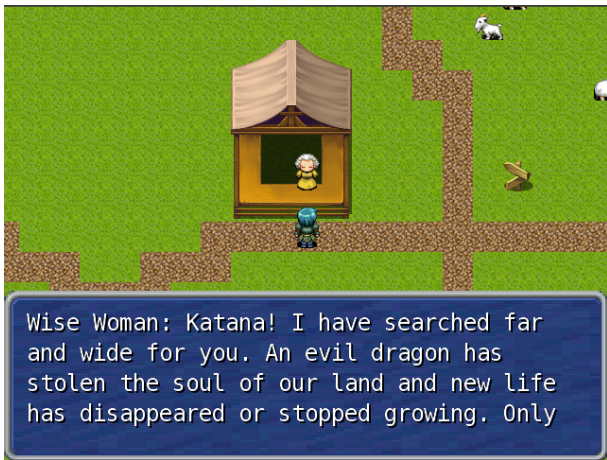
Beyond the Game

Perspectives

Login page

- ▶ Clear warning that the game cannot be played without a Grand Guru
- ▶ Identification of the variant of the language:
 - ▶ propose regions on a map
 - ▶ 3 or more examples of spelling variants
- ▶ Consent for data collection and use

The Quest: a dying world

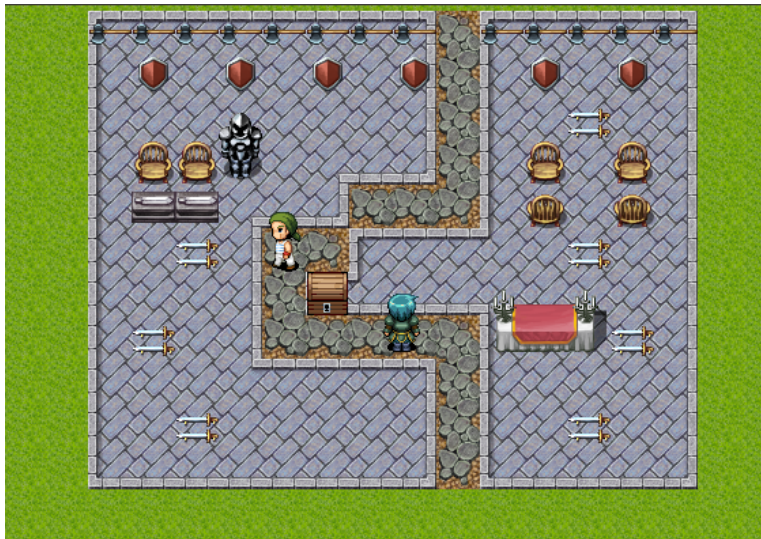


(French is the language to learn here)

The Quest: the gift of words



(French is the language to learn here)



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Language learning

Crowdsourcing

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Remarks on language learning

- ▶ the universe of the game allows for an almost infinite number of drills to be added
- ▶ BUT:
here the real learning happens outside of the game (the knowledge is outside of the game), in the interaction with the Grand Guru

Quality of the learning

Evaluated through:

- ▶ questions (memory check) at the end of the level (to access the next one)
- ▶ ... which should raise questions from the senior participants (to be checked?)

More to be done, but we would need more time

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Remarks on Crowdsourcing

Game is a metaphor for what we're doing:

- ▶ collecting new words
- ▶ variations of these words
- ▶ collecting new idioms
- ▶ variations of these idioms

Collection done but not dealt with yet

Quality of the crowdsourced resource

Impossible to evaluate directly (even comparing with others):

- ▶ some known words used at first to check the player gives plausible answers
- ▶ memory check
- ▶ Levenshtein distance between solutions
- ▶ remove vowels

Technically possible and planned but not implemented yet

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Many more ideas...

Most promising:

- ▶ 2 characters, but only one person directing (kid), cooperation (Monument Valley)
- ▶ the player and the senior speaker have to say the word in a similar way in order for their word to be really "magical"
- ▶ include cultural facts in the game to foster the discussion
- ▶ nudge activities IRL and come back with new voc (like recipe making?)
- ▶ customizing the characters using words from the language
- ▶ forum, to share results, ideas

TODO

- ▶ complete the game (3 more worlds to add)
- ▶ put it online
- ▶ test it with French learners
- ▶ correct it/ improve it
- ▶ switch to Alsatian (and French as the platform language)

What's next?

Planned STSMs:

- ▶ Marianne in Paris (or Nancy)
- ▶ Yann, somewhere
- ▶ others, possibly

Publication:

- ▶ demo or short paper

Another hackathon/crowdfest?

Vielmols merci!

