

Game-Based Learning and Gamification Experiences in My SFL Classroom

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Spanish Program

3:15-3:45 p.m. Rubenstein 249
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Needs perceived

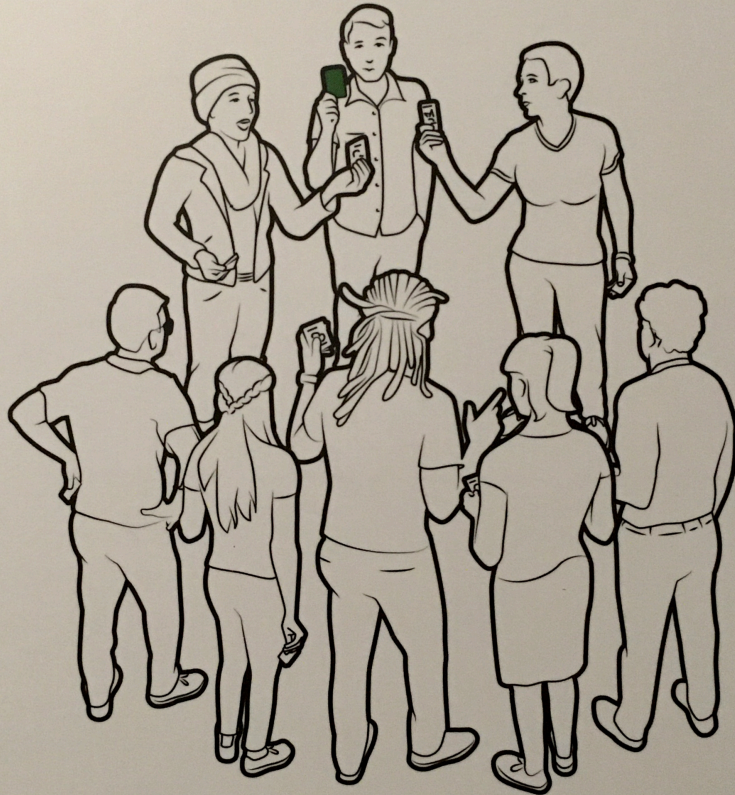
- The practice of vocabulary,
- grammar in context practice or evaluation
- communication simulation and practice.

Objectives searched

- Motivation and student engagement,
- memory and recalling words or structures,
- and real communication practice

MASSIVELY MULTIPLAYER METAGAME

👤 5-50+



A highly social Metagame. Play it over dinner conversation or at big parties and events. Like the name says, it works with hundreds or even thousands of players.

SETUP

Give each player at the event a hand of 4 culture and 2 opinion cards. Your goal: win debates and collect the most culture cards.

START A DEBATE

At any time, anyone can say “DEBATE THIS!” and reveal an opinion card and become the instigator of a debate.

If there is a blank on the opinion card, the instigator fills it however they want. The first 2 players to jump in and show a culture card will debate. Each debater has a minute to argue for their card. The instigator moderates.

JUDGMENT

Anyone nearby can vote on who was more persuasive. The instigator’s vote breaks any ties. The winner of the debate takes the loser’s culture card.

WINNING

At the end of the party or event, the player with the most culture cards is the victor.

Tips for big events: Yes, we really have played this with thousands of players—and it works!

- Distribute cards to everyone as they arrive.
- Demonstrate how to play to everyone.
- Hold a final tournament to determine the champion.
- Each copy of The Metagame supports 50 players.

Presentation outline

- training received
 - gamificación mooc by intef
 - webinars
 - games descriptions and How to play videos
 - podcasts and interviews
 - conferences
- training given
 - game Lab Workshop
 - game night
- specialists groups
 - different internet/facebook groups and forums
- readings and games collection
 - bibliography
- games used in class
- games adapted for specific objectives
- gamification experience
 - 5 de mayo cards

<https://pin.it/OxXEuvi>



