Greetings!!

We hope you have had a great Summer and are full of new ideas!

**New Discord Server and Methods to Interact and Keep in Touch**

Remember that we have a Facebook group and a Google Group; the join link can be found on the SIG’s page on CALICO’s website.

Based on comments during CALICO 2022 we decided to also create/move to a Discord server (invite link here: https://discord.gg/nVeZw8JqHq). Our hope in creating this is to help encourage collaboration and interaction as it seems the google group and Facebook group do not see much traffic. However, please let us know what you think of the move to Discord. Thank you to those who have joined!

We will continue to use Google Groups for the Newsletter, as well as posting and archive of Newsletters to Discord.

**Examples of Using Games:**

We are eager for you to share how you are using games/gaming in your classroom practice, development projects, and/or general research.

We don’t have any examples of using games in the classroom in this newsletter, but please reach out if you’d like to be included in our next newsletter that should be coming out late November!

Personally we’d also be interested in hearing from people on their experience with finding and buying games for use in classrooms. Especially for languages that are less-commonly taught in the US. For example, I was recently in Latvia and was able to find a few table-top games in
Russian that were created by a company in Bulgaria. Do you know of simpler ways to find games for the languages you are learning or teaching or is it more complicated. Let us know!

**Recent Publications:**

We would love to share any of your recent publications (or publications that you want to highlight) on Discord and in the next newsletter. Please, let us know! According to a quick Google Scholar search with (Gaming, “Language Learning”) there are a little over 2,100 articles published in 2022 that may be of interest.

Here are a few suggestions from some of our SIG group members:

  - Full Article: [http://tclt.us/journal/2022v13n1/pooleclarkeji.pdf](http://tclt.us/journal/2022v13n1/pooleclarkeji.pdf)
  - Abstract:
    Recent studies have found that Chinese dual language immersion learners tend to lag behind their peers studying other languages in terms of literacy skills. Yet, teachers cannot simply prioritize literacy skills at the detriment of oral communicative skills. The present study explores how the integration of a digital game into the dual language immersion classroom affords opportunities for meaningful language use while also supporting learners’ vocabulary and reading development. In this study two sixth-grade Chinese dual language immersion classes play a digital game in eight sessions across four weeks. Audio data of students interacting with the researcher were recorded and seven affordances that emerged through in-class gameplay were identified. Further, results indicate that after 4 weeks of gameplay, students had significant vocabulary and reading comprehension gains and their reading gains were significantly associated with completion of a workbook supplemental to the game.


deHaan, J. (2022). Teaching language and literacy (or anything) with games (or anything): A good way (The pedagogy of multiliteracies) simplified here for teachers and students

**Virtual October Get Together**

At the conference we mentioned the idea of an October get together. We wanted to reach out and ask when would be a good time?

OCT 11th or Oct 13th?

This will probably be over zoom in the evening, please respond through Discord regarding when would be a good time. And feel free to suggest other times or game suggestions. Right now we are thinking that headbands and some other more simple games would be fun.

**Conferences**

Below is a listing of some upcoming conferences which you may be interested in attending and/or presenting at. If there are any conferences that you feel should be added to this list, let us know! (We are particularly interested in any game-related or CALL-related conferences) Remember that for some conferences, you need to submit proposals far in advance, so keep that in mind as you prepare to share your classroom practice and research about using games for language learning.
Upcoming Conferences

Oct 13-15, 2022  Meaningful Play Conference  East Lansing, MI
Submissions Closed & Possibly Virtual

Nov 17-20, 2022  ACTFL Convention  Boston, MA
Submissions Closed

May 15-16th, 2023  ICGGBL  London, United Kingdom
International Conference on Gamification & Serious Game
Submissions Deadline Sept 15th

Jun 6-10th, 2023  CALICO  Minneapolis, Minnesota

June 14-17, 2023  IALLT Conference  New Orleans, Louisiana
International Association for Language Learning Technology

June 25-28, 2023  ISTE Edtech Conference  Philadelphia, PA
International Society for Technology in Education
Submission Deadline SEPT 30th, 2022

June 26-29, 2023  AATSP Conference  Salamanca, Spain
American Association of Teachers of Spanish & Portuguese
Submissions Due Oct 31st, 2022

July 23-26th, 2023  AATF Convention  Trois-Rivières, Québec
American Association of Teachers of French
Submissions Open Sept 1st - Dec 15th 2022

2023  EUROCALL Conference  ?
European Association of Computer Assisted Language Learning

Sept 6-8th, 2023  Pronunciation in Second Language Learning and Teaching Conference  West Lafayette, IN

Sept 16-17th, 2023  ICALT Conference  Amsterdam, Netherlands
IEEE International Conference on Advanced Learning Technologies
Submissions Due by SEPT 15th 2022

Oct 2-5, 2023  WorldCALL Conference  Kazan, Russia (No longer taking place in Kazan, but new
The GSIG Newsletter is a quarterly newsletter for the Gaming SIG, a special interest group of the Computer Assisted Language Instruction Consortium (CALICO).