



End of Summer 2022

Issue 43:

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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:

- Poole, F., Clarke-Midura, J., & Ji, S. (2022). Exploring the Affordances and Effectiveness of a Digital Game in the Chinese Dual Language Immersion Classroom. *Journal of Technology and Chinese Language Teaching*, 46-73. <http://tclt.us/journal/>
 - Full Article: <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.
- Hofmeyr, M. (2022). Digital game-based SLA in the wild: Evidence from a qualitative case study. In J. Colpaert, Y. Wang & G. Stockwell (Eds.), *Proceedings of the XX1st*

International CALL Research Conference (pp. 126–131). Castledown. ISBN: 978-1-914291-05-0. <https://doi.org/10.29140/9781914291050-17>

- Hofmeyr, M. (2022). Direct qualitative assessment of language learning outcomes in digital game-based interaction: An exploratory case study. In M. Peterson, & N. Jabbari (Eds.), *Digital games in language learning: Case studies and applications* (pp. 74–92). Routledge. <https://doi.org/10.4324/9781003240075-5>
- Dixon, D. H. (2022). A methodological framework for analyzing the language in digital games. In M. Peterson & N. Jabbari (Eds.), *Digital Games in Language Learning: Case Studies and Applications*. Routledge. <https://doi.org/10.4324/9781003240075>
- Taguchi, N., Dixon, D. H., Qin, Y., & Cheng, Y. (2022). Pedagogic tasks in digital games: Effects of feedback conditions and individual characteristics on learning request-making. *Language Teaching Research*. <https://doi.org/10.1177/13621688221110871>
- 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
 - <https://ilpjournals.org/2022/05/11/dehaan-teaching-language-and-literacy-with-games-simplified-for-teachers.html>

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 Submissions Closed	East Lansing, MI & Possibly Virtual
Nov 17-20, 2022	ACTFL Convention Submissions Closed	Boston, MA
May 15-16th, 2023	ICGGBL International Conference on Gamification & Serious Game Submissions Deadline Sept 15th	London, United Kingdom
Jun 6-10th, 2023	CALICO	Minneapolis, Minnesota
June 14-17, 2023	IALLT Conference International Association for Language Learning Technology	New Orleans, Louisiana
June 25-28, 2023	ISTE Edtech Conference International Society for Technology in Education Submission Deadline SEPT 30th, 2022	Philadelphia, PA
June 26-29, 2023	AATSP Conference American Association of Teachers of Spanish & Portuguese Submissions Due Oct 31st, 2022	Salamanca, Spain
July 23-26th, 2023	AATF Convention American Association of Teachers of French Submissions Open Sept 1st - Dec 15th 2022	Trois-Rivières, Québec
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 IEEE International Conference on Advanced Learning Technologies Submissions Due by SEPT 15th 2022	Amsterdam, Netherlands
Oct 2-5, 2023	WorldCALL Conference	Kazan, Russia (No longer taking place in Kazan, but new

location not on
website)

TBA

[SeriousPlay](#)

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Submissions Rolling, but selection starts in OCT
(<https://www.seriousplayconf.com/speaker-submission/>)

The GSIG Newsletter is a quarterly newsletter for the Gaming SIG, a special interest group of the Computer Assisted Language Instruction Consortium (CALICO).