
Experience with Serious Games for Learning Foreign Languages and Cultures + World of Goo

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Progress Report

- ❖ Completed Unity Tutorial
 - ◆ Environment / API
 - ◆ Scripting
- ❖ Did not finish iPhone SDK Tutorial
 - ◆ Time

Brief Summary/Hypothesis

- ❖ Tactical Language and Culture Training System
- ❖ Hypothesis: Serious games are useful for training, and particularly for learning languages
- ❖ Main points:
 - ◆ Concrete context for learning - association
 - ◆ Motivation for in-game and out-of-game learning
- ❖ Conclusions – Motivation, skill transfer

The Good, the Bad, the Ugly.

❖ The Good

- ◆ The role of games in learning – verbal interaction versus written puzzles

❖ The Bad – what could have been done differently

- ◆ Combine the Skill Builder and Mission Game into one application from the start

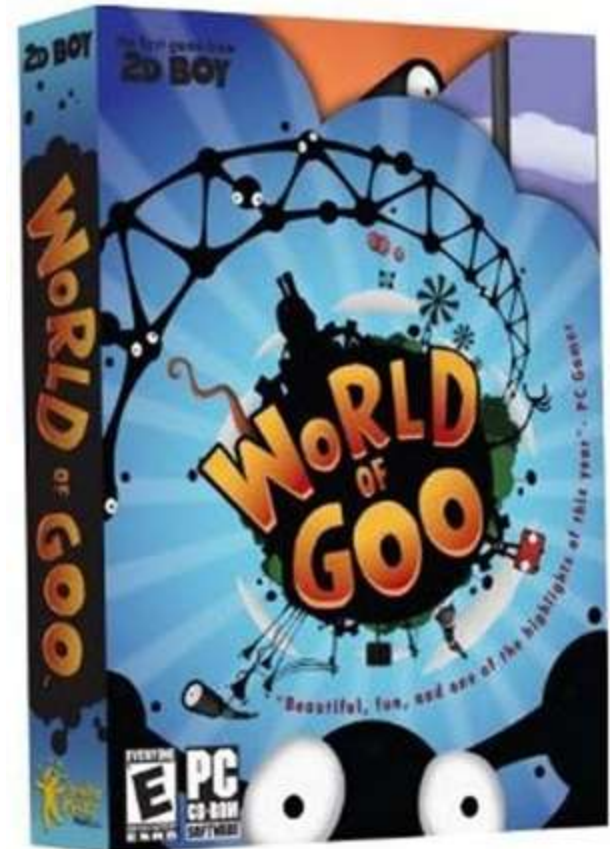
Take Away Message

- ❖ Serious games are useful for training, and particularly for learning languages
- ❖ Studies
- ❖ Future Work:
 - ◆ Tactical Pashto
 - ◆ Tactical French
 - ◆ Mission to France
 - ◆ Defense Language Proficiency Test



World of Goo

- ❖ Genre – Arcade/Puzzle
- ❖ Great audio/visuals, addictive gameplay
- ❖ Lack of plot



Thank You!

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Works Cited

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- ❖ Carmel, Ron, and Kyle Gabler. World of Goo. Computer software. Vers. 1.0. San Francisco: 2D Boy, 2008.