

Quest Game or “Katana and Grand Guru: A Game of the Lost Words”

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How to Help Maintain or Revitalize Endangered Languages?

Challenges

- * Lack of resources
- * Potential absence of standardized spelling system
 - risk of producing material unadapted to the learner/the helper
 - obstacle to immediate evaluation

Objectives of the game

1. To foster intergenerational linguistic transmission outside the game by focusing on tasks that require no linguistic ability (e.g. naming objects, solving the enigma etc.).
2. To collect idioms and vocabulary throughout the course of the game in order to build linguistic resources useful to both the documentation of the language and the development of further NLP applications.

Game framework: <http://rpgboss.com>

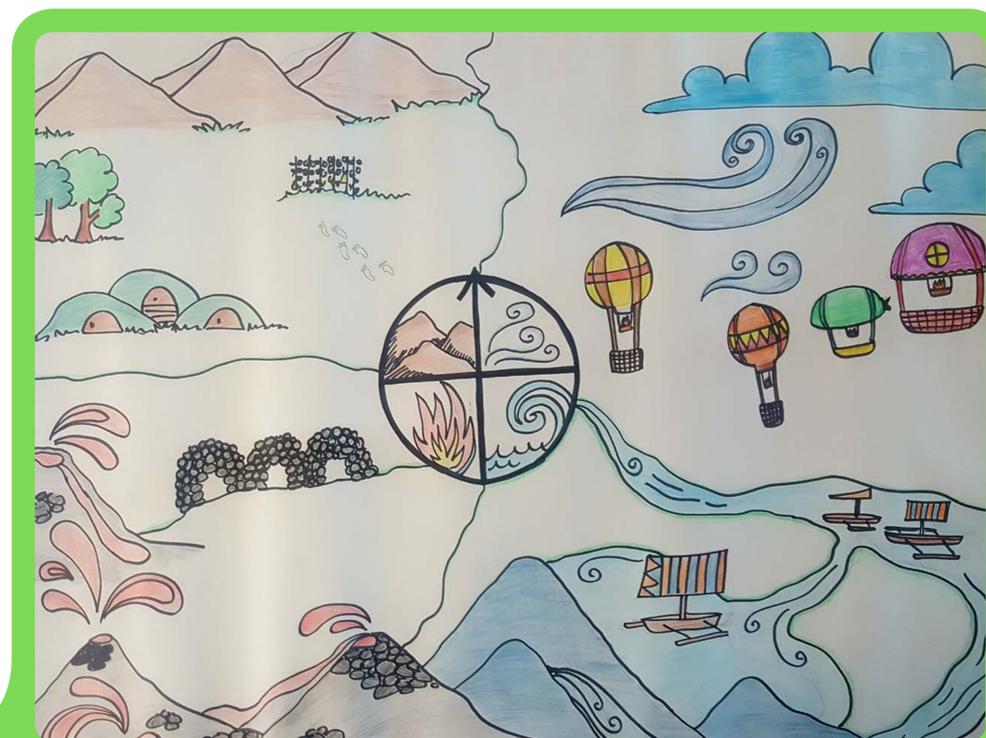
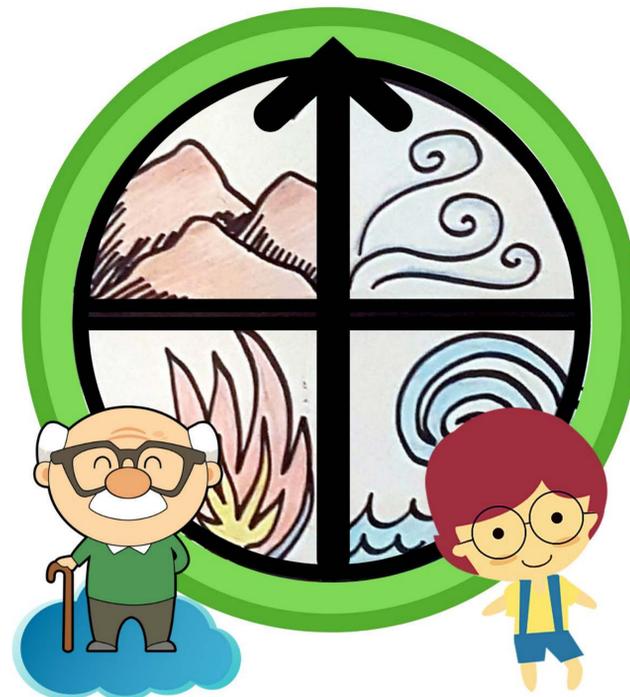
Why Build a Game Instead of Gamifying a Platform?

- * It's more engaging and fun to create
- * It's the key to retain participants [Fort et al., 2017, Millour and Fort, 2017]
- * A really good game with a purpose (GWAP) should really be a game, like JeuxDeMots [Lafourcade and Joubert, 2008]

Remarks on Language Learning

The universe of the game allows for an almost infinite number of drills to be added

BUT: the real learning happens outside of the game, in the interaction with the Grand Guru.



Crowdsourced Material

- * New words and their variations
- * New idioms and their variations

Remarks on Crowdsourcing

- * Focus on tasks which require no linguistic ability (ask for Idioms - which are of “common knowledge” - or everyday life vocabulary)
- * Attention put on natural ways to incentivize original material production (e.g. “What is your favourite fruit?” instead of “Name one fruit.”)

Evaluation

Quality of the learning:

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

Quality of the crowdsourced resource:

- * Levenshtein distance between solutions
- * Remove vowels

Many More Ideas . . .

Most Promising:

- * 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
- * Create a dilemma to force the discussion
- * Nudge activities IRL and come back with new voc (like recipe making?)
- * Customizing the characters using words from the language
- * Two characters, but only one person directing (kid), cooperation (Monument Valley)
- * Forum, to share results, ideas