

# Reading Group Fall 2020 Meeting 1

Language Resource Center  
October 7th, 2020



LANGUAGE RESOURCE CENTER  
PRESENTS:

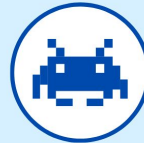
## USING GAMES TO BUILD A LEARNING COMMUNITY IN THE L2 CLASSROOM



WITH DR. SÉBASTIEN DUBREIL  
CARNEGIE MELLON UNIVERSITY

**OCTOBER 9TH, 2020**  
**3PM - 5PM**  
**ZOOM ID: 203 508 3989**

THIS PRESENTATION WILL TRY TO  
ENVISION HOW GAMES, AND  
GAME DESIGN CAN SERVE AS  
AVENUES NOT ONLY TO  
STRUCTURE THE LANGUAGE  
CLASSROOM, BUT ALSO TO HELP  
IN CREATING A COMMUNITY OF  
LEARNERS AND CREATE AND  
TIGHTEN THE SOCIAL BOND  
BETWEEN LEARNERS.





# Articles

- Dubreil, Sébastien. “Using games for language learning in the age of social distancing.” *Foreign Language Annals* 53.2 (2020): 250-259.
- Reinhardt, Jonathon, Kirby, Samantha. “8 things to know about teaching languages with videogames.” CALICO Infobytes. August (2020).





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## Discussion

1. Have you ever used games in your classroom? How was the experience? What challenges did you encounter?
2. How can games be used to facilitate language learning?
3. In what ways can games be useful in the remote classroom?
4. What makes a good language learning game? Can you recommend any games that would work well in the remote context?
5. What should one be mindful of when working with games in the classroom?



# Upcoming Events

**Friday, October 9th, at 3pm**

*“Using games to build a learning community in the L2 classroom”* with Dr. Sébastien Dubreil

Zoom ID: 203 508 3989

**Wednesday, October 14th, at 2pm**

*Spring 2019 Campus Project Presentations*

Zoom ID: 847 208 7081

**Friday, October 16th, at 3pm**

LRC Language Teaching Colloquium

Zoom ID: 203 508 3989





**Thank you**