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


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