



Language Games Demonstrator

A Reference Manual for Teachers



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Erasmus+

Language Games demonstrator manual

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I. Introduction

This software contains a collection of simple problems set in the framework of the visit of a kind small alien, named Lingo, to Earth. The players need to explain and demonstrate to him some basic words, learning them in the process. There are 9 challenges all in all, each challenge being divided between an exercise of discovery and an exercise of knowledge retention. So in total there are 18 different exercises in the demonstrator.

The demonstrator is multilingual: English, Romanian, Portuguese, Estonian, Greek and French are supported languages. But the whole interface of the program was designed to display a bare minimum amount of lines of text outside of the content of the lesson itself. By creating the interface this way, we aim at having an intuitive, easy to use and to understand piece of software.

The whole demonstrator has been created in order to be deployed on Windows, Linux or MAC OSX machines easily by the mean of a folder containing an executable file and some additional data.

The three OS versions of the game can be currently downloaded here:

Linux : <https://www.dropbox.com/s/4v76cyjp7uj26kg/LG-v2.1-ACE-Linux.zip?dl=0>

Mac : <https://www.dropbox.com/s/w0nezieak6p4bgr/LG-v2.1-ACE-MacOSX.zip?dl=0>

Windows : <https://www.dropbox.com/s/5hf5ybpelc68mr4/LG-v2.1-ACE-Windows.zip?dl=0>

II. Word of caution

The demonstrator is a work in constant progress. This means that the online version is updated very frequently in order to add new features and correct bugs, up to several times a day. So until the software reaches it's very final version, this manual is also a work in progress.

You might find for example that there are some discrepancies between some screenshots and the actual images included in the manual, or maybe some features in the software are not detailed in the manual. Don't worry, it just means that a new version of the manual is about to be published.

If you have any question, please feel free to send an email to the lead developer at this email address, he will answer you promptly: olivier.heidmann@gmail.com.

III. Presentation of the interface

1. The introduction screen



Figure 1: the introduction screen

On the introduction screen of the demonstrator the user is greeted with the Language Games logo (red box on Figure 1) and a couple of choices. The first choice consists in selecting the country the user is coming from (blue box on Figure 1), the second selecting which language they are interested in (blue box on Figure 1).

The first choice has minimal impact as the game is designed to minimize as much as possible displayed interface, but the second one is essential.

By clicking on the Language Games logo, the user will start the game.

2. Selecting the exercise, the choice menu

This screen displays the nine available exercises represented by a small thumbnail representing its number. If an exercise is selected by the user, the thumbnail is updated and displays a miniature of the challenge's actual graphical interface. Only the first exercise (discovery) of each challenge can be selected in this fashion, the retention exercise being accessible only once the discovery exercise has been successfully completed.

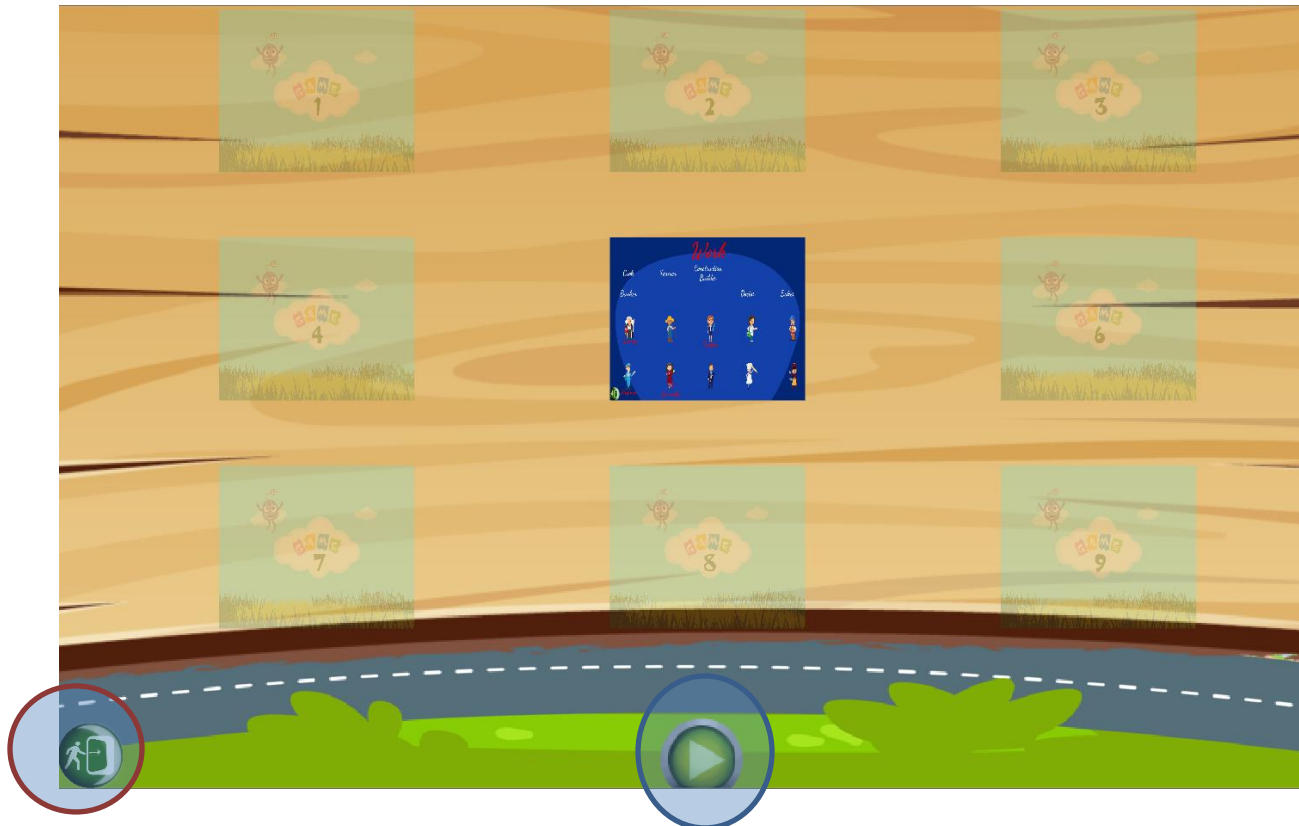


Figure 2: the selection screen, challenge 5 is selected

Once a challenge selected, the user needs to click the little white triangle on a green round background on the bottom of the screen (blue circle on Figure 2) to launch the challenge. A green button on the bottom left of the screen (red circle on Figure 2) allows the user to quit the software. This button is constantly present throughout the entire demonstrator, offering to the user a persistent way to quit if needed.

IV. Step-by-step overview of the challenges

Once a challenge is started, the user will be transported to the corresponding discovery exercise. When the discovery exercise has been completed successfully, the retention exercise starts. Once this exercise has been completed, the next discovery exercise is starting. For example, if I succeeded in finishing the retention exercise of the second challenge, I'll be able to start the discovery exercise of the third challenge.

1. Greetings

The purpose of this exercise is to introduce the children to the alien Lingo and to know more about greetings and presentations sentences.

a) Discovery exercise

This exercise begins by Lingo appearing near its flying saucer and saying Hi.

This begins a dialog where the user can choose between three to four answers each time. Only one or two of the answers are correct. A wrong answer stops the progression of the dialog.

The dialog unfolds as follows, with the alien lines in blue and the children in green or red according if they are correct or not. Both English and French versions are mentioned.

- Hi
- Salut

Hello/ Goodnight/Bye/Hi

Bonjour/Bonne nuit/Au revoir /Salut

- My name is Lingo
- Mon nom est Lingo

Name of mine.../My name is.../Mine name...

Je appelle.../Je m'appelle.../Mon nom s'appelle...

The three dots should be replaced with the name of the children in a classroom interaction situation.

- I am from Gamia
- Je viens de Gamia

I from.../I am from.../I am coming from.../Me from...

Je de.../Je viens de.../Je suis de.../Moi de...

The three dots should be replaced with the country or region of the children in a classroom interaction situation.

- I am 5 years old
- J'ai 5 ans

I have... years/I be... years/I am... years old

Je suis... ans/Moi... ans/J'ai... ans

The three dots should be replaced with the age of the children in a classroom interaction situation.

- I live in a spaceship
- Je vis dans un vaisseau spatial

I have home in.../I live in.../I am in...

Je vis en.../Je vis dans.../Je suis dans...

The three dots should be replaced with the leaving accommodation of the children (house, apartment) in a classroom interaction situation.

- Nice to meet you
- Ravi de te connaître !

Meeting is nice, Lingo/Nice meeting you, Lingo/Nice to meet you, Lingo/Nice meet, Lingo

Ravi connaître, Lingo/Ravi de te rencontrer, Lingo/Ravi de te connaître, Lingo/Content rencontrer, Lingo

- Good bye
- Au revoir

Good evening/Goodbye/Hello /See you!

Bonne soirée/Au revoir/Bonjour /A bientôt



Figure 3: challenge 1, discovery exercise

Once the dialog has unfolded, the user sees the victory screen (Figure 4) and hears some clapping.

Two options are possible: either the player wants to continue (here it means arriving at the consolidation exercise of challenge 1) by clicking the green arrow on the right side of the screen (red circle on Figure 4) or to go back to the choice menu by clicking the green arrow on the left (green circle on Figure 4).



Figure 4: the victory screen

b) Consolidation exercise

In this exercise, the user will have to drag and drop the lines of the dialog that just took place in the correct order. There are 5 possible dialogs excerpts that might be used, the one displayed being randomly chosen when the exercise starts. The difficulty comes from remembering the correct order of the dialog.

Possible Dialog 1

- Hi

Hello

Bonjour

- My name is Lingo
- Mon nom est Lingo

My name is...

Je m'appelle...

- I am from Gamia
- Je viens de Gamia

I am from...

Je viens de...

Possible Dialog 2

- My name is Lingo
- Mon nom est Lingo

My name is...

Je m'appelle...

- I am from Gamia
- Je viens de Gamia

I am from...

Je viens de...

- I am 5 years old
- J'ai 5 ans

I am... years old

J'ai... ans

Possible Dialog 3

- I am from Gamia
- Je viens de Gamia

I am from...

Je viens de...

- I am 5 years old
- J'ai 5 ans

I am... years old

J'ai... ans

- I live in a spaceship
- Je vis dans un vaisseau spatial

I live in...

Je vis dans...

Possible Dialog 4

- I am 5 years old
- J'ai 5 ans

I am... years old

J'ai... ans

- I live in a spaceship

- Je vis dans un vaisseau spatial

I live in...

Je vis dans...

- Nice to meet you
- Ravi de te connaître !

Nice to meet you, Lingo

Ravi de te connaître, Lingo

Possible Dialog 5

- I live in a spaceship
- Je vis dans un vaisseau spatial

I live in...

Je vis dans...

- Nice to meet you
- Ravi de te connaître !

Nice to meet you, Lingo

Ravi de te connaître, Lingo

- Good bye
- Au revoir

Goodbye

Au revoir



Figure 5: the consolidation exercise using excerpt 4

Once the dialog has been properly ordered according to the excerpts 1, 2, 3, 4 or 5 the victory screen appears.

2. Colours

a) Discovery exercise

The purpose of the exercise is to discover the name of 11 different colours:

- white
- blue
- orange
- green
- red
- purple
- black
- grey
- brown
- pink

- yellow

In the discovery activity, the players are set in a field of many flowers nearby an unhappy butterfly. They see a colour name being displayed on the screen and they need to click on the corresponding flower in the flower field. This will color the wings of the unhappy butterfly which will leave the screen flying merrily.



Figure 6: challenge 2, discovery exercise



Figure 7: a happy butterfly

Once all the colours have been assigned, the victory screen appears.

b) Consolidation exercise

The players are set in the same flower field than before, but this time a giant white butterfly appears. There are 11 circles on the wing, each with the name of a colour.

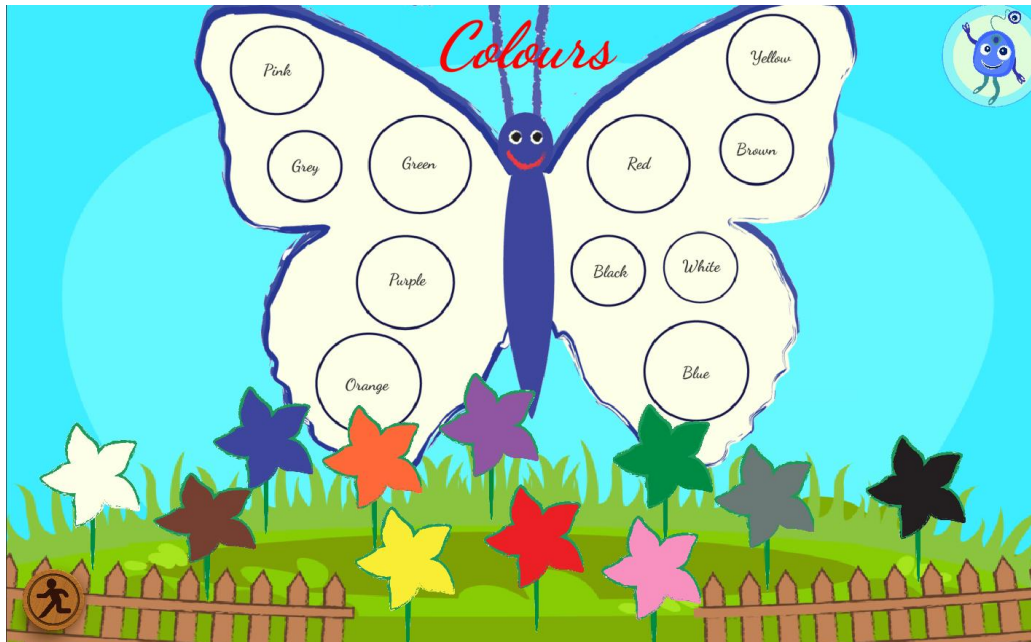


Figure 8: challenge 2, consolidation exercise

The players have to drag and drop the corresponding flower on the name of a colour to succeed. Once all the colours have been assigned, the victory screen appears.

3. Numbers

a) Discovery exercise

In the discovery activity, the players are set in a flower shop, in front of a couple of shelves, each holding 5 pots. The pots all have a different number of flowers planted in them, ranging from 1 to 10.

Ten numbers are displayed on the bottom of the screen, and the players need to drag and drop each of them on the relevant flower pot.

Once all the numbers have been assigned, the victory screen appears.



Figure 9: challenge 3, discovery exercise

b) Consolidation exercise

The players are set in the same flower shop, but this time there are only 4 pots, each with a number engraved on them. Ten flower bunches are displayed on the bottom of the screen, containing from 1 to 10 flowers. The users need to drag and drop the relevant bunch on each flower pot.



Figure 10: challenge 3, consolidation exercise

4. Animals

a) Discovery exercise

In the discovery activity, the players are set in a field, in front of a ten animals. Ten names are displayed on top of the screen and the players need to drag and drop each of them on the relevant animal.



Figure 11: challenge 4, discovery exercise

Once all the animal names have been assigned, the victory screen appears.

b) Consolidation exercise

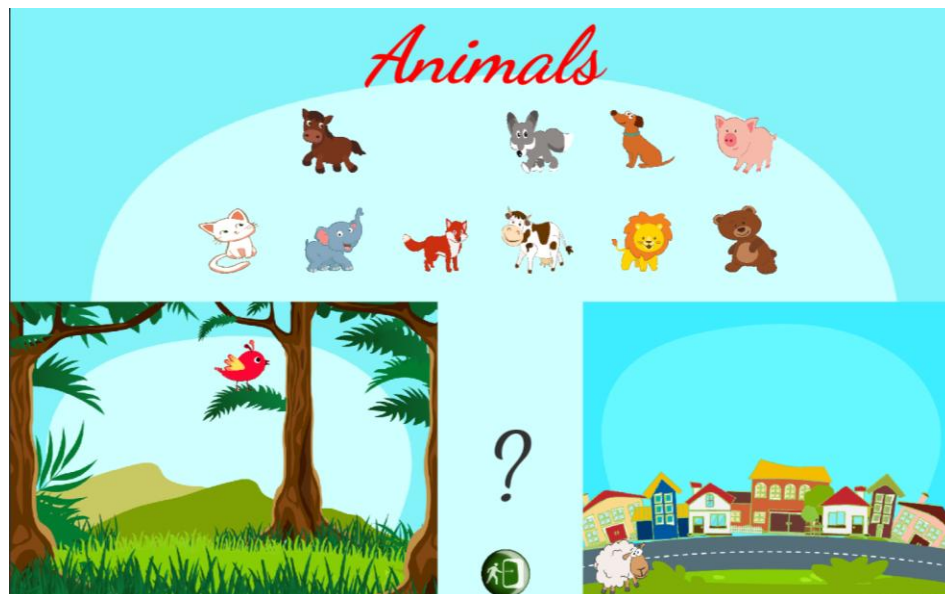


Figure 12: challenge 4, consolidation exercise

The users need to drag and drop the animals in one of the two landscapes: the town landscape for domestic animals, the forest landscape for the wild ones.

List of wild animals:

- fox
- wolf
- lion
- bear
- bird

List of domesticated animals:

- cat
- dog
- cow
- horse
- pig

5. Family

a) Discovery exercise

In the discovery activity, the players are presented a genealogical tree, with the little girl named Dia at the heart of it. Ten names are displayed on top of the screen and the players need to drag and drop each of them on the relevant place in the tree. The tree is organized in three layers: grandparents, parents/uncle/aunts and children/cousin. Once all the names have been assigned, the victory screen appears.

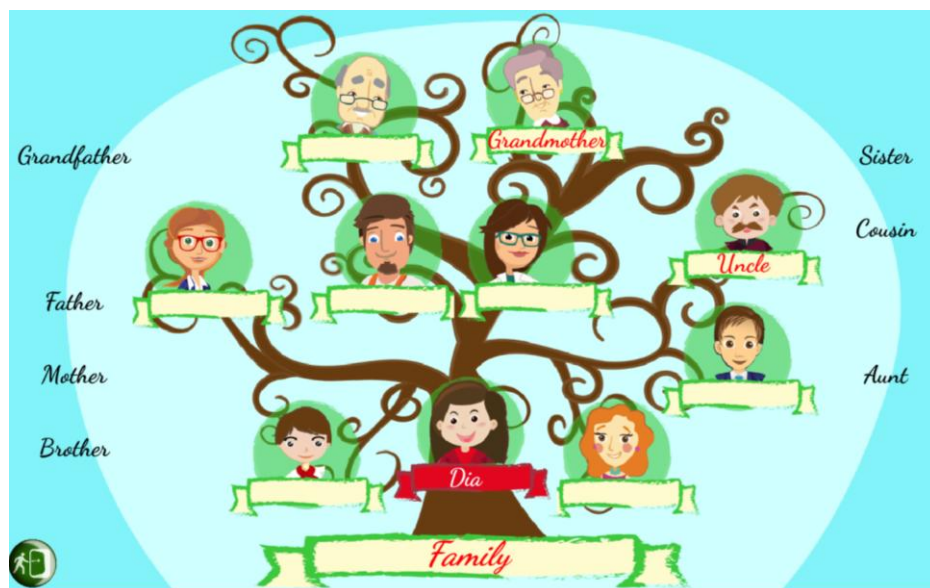


Figure 13: challenge 5, discovery exercise

b) Consolidation exercise

One name appears at a time and needs to be dragged and dropped at the correct place in the tree.

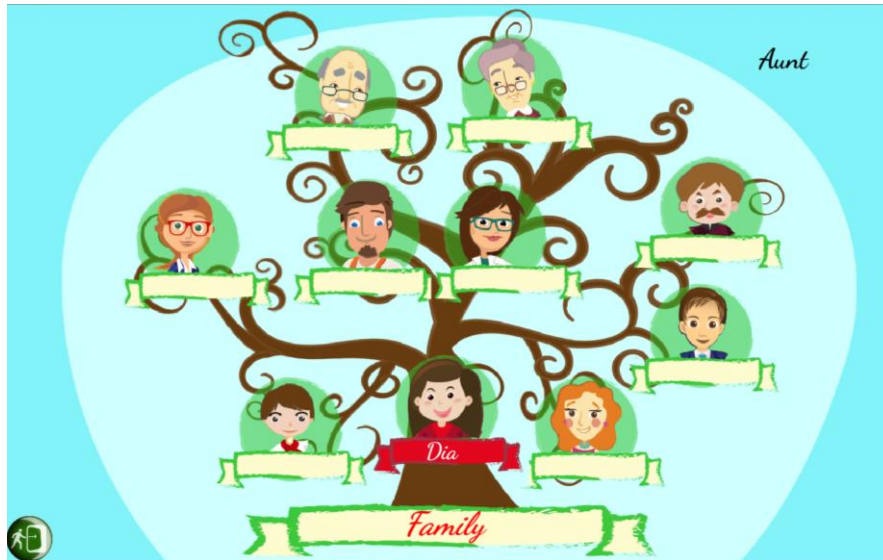


Figure 14: challenge 5, consolidation exercise

Once all the names have been assigned, the victory screen appears.

6. Work

a) Discovery exercise

In the discovery activity, the players can see ten people in a specific outfit. Ten profession names are displayed on top of the screen and the players need to drag and drop each of them on the person.



Figure 15: challenge 6, discovery exercise

Once all the names have been assigned, the victory screen appears.

b) Consolidation exercise

Instead of names, ten different tools of the trade are displayed. The players need to drag and drop each of them on the relevant person.

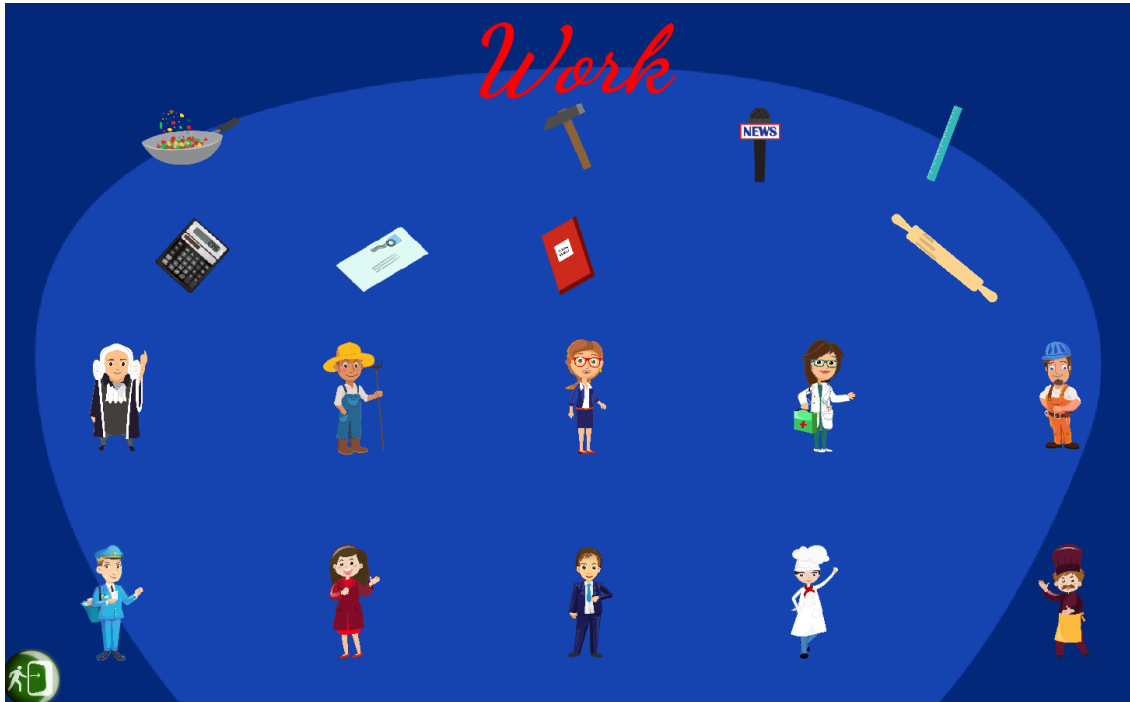


Figure 16: challenge 6, consolidation exercise

Once all the tools have been assigned, the victory screen appears.

7. Body

a) Discovery exercise

In the discovery activity, the players are presented a dressmaker's dummy, with several body parts presenting different colors. Ten names of body parts are displayed on left hand side of the screen and the players need to drag and drop each of them on their relevant place on the dummy.

Typically the dummy's upper and lower limbs are divided in two different zones. The left arm is used to show finger/elbow/shoulder, whereas the right arm is associated to arm/hand. The left leg is used for knee/toe and the right leg for leg/feet. Once all the names have been assigned, the victory screen appears.

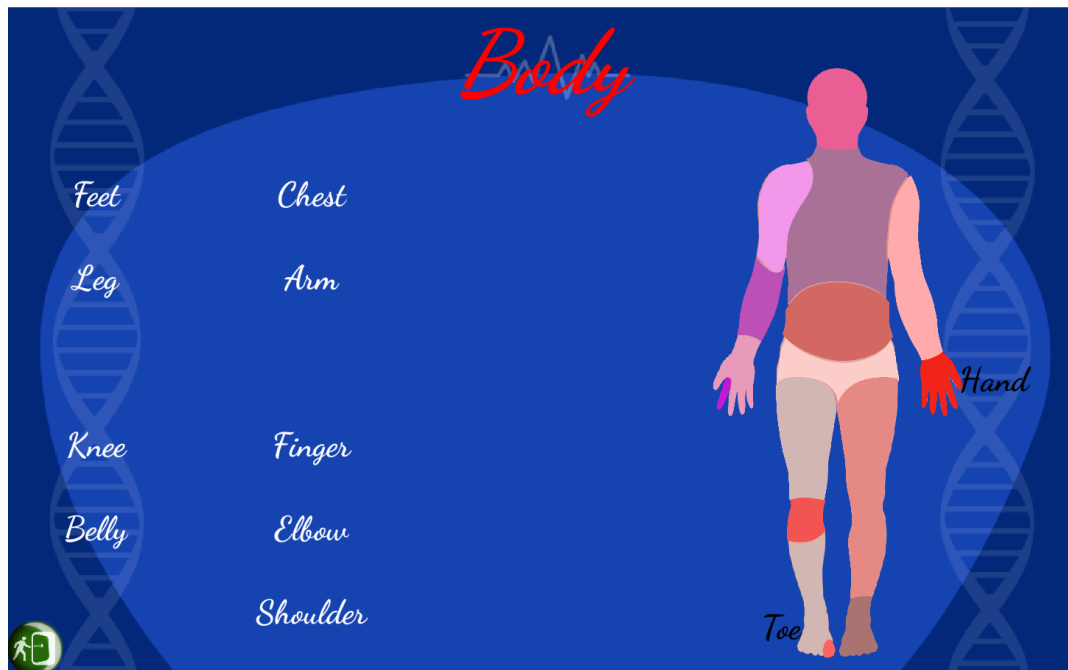


Figure 17: challenge 7, discovery exercise

b) Consolidation exercise

The dressmaker's dummy is now blanked of the different colored zones, presented on the left hand side of the screen. The players need to drag and drop those colored body parts to their correct place.

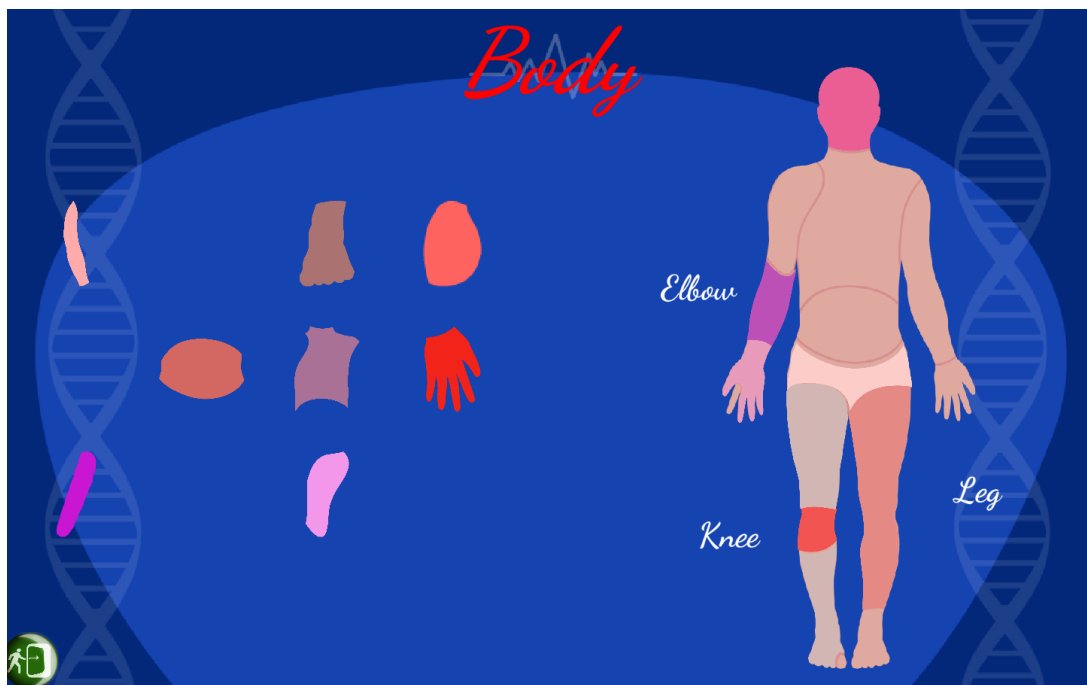


Figure 18: challenge 7, consolidation exercise

Once all the body parts have been assigned, the victory screen appears.

8. Food

a) Discovery exercise

In the discovery activity, the players are presented twelve different items of food. Twelve names are displayed on top of the screen and the players need to drag and drop each of them on the relevant food item. Once all the names have been assigned, the victory screen appears.

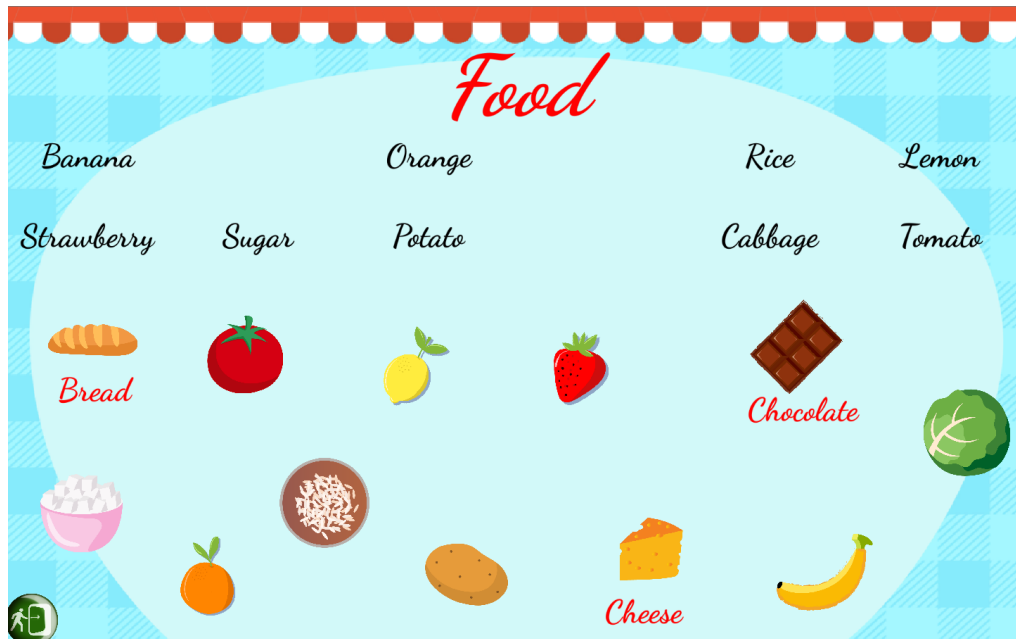


Figure 19: challenge 8, discovery exercise

b) Consolidation exercise



Figure 20: challenge 8, consolidation exercise

In this exercise, a name of food is displayed on the blackboard on the left of the screen. The relevant food item needs to be dragged and dropped to the basket. Once all the names have been visited, the victory screen appears.

9. Classroom

a) Discovery exercise

In the discovery activity, the players are presented ten different items typical of a classroom. Ten names are displayed on top of the screen and the players need to drag and drop each of them on the relevant piece of equipment. Once all the names have been assigned, the victory screen appears.



Figure 21: challenge 9, discovery exercise

b) Consolidation exercise

Here only one piece of equipment appears at a time. The players need to drag and drop the relevant name on the piece of equipment. Once all the names have been visited, the victory screen appears.



Figure 22: challenge 9, consolidation exercise

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