Katana and Grand Guru: 
A Game of the Lost Words 
(hackathon’s task 1) 

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Constraints
Creating a real Game (not a gamified platform)
Dealing with non-standardized languages
Creating a consistent world

Implementation

Beyond the Game

Perspectives
Constraints

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Perspectives
RPG Boss: develop your own RPG with "no" coding

RPG = Role Playing Game

http://rpgboss.com/
A real game, developed in 2 (really full) days
for language learning AND crowdsourcing data

Blacksmith: The sword is in the chest. Take it and go North to find the dragon's Lair.
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Perspectives
Specifics to take into account

Languages with no standard orthography:
⇒ not only dialectal variations, also writing variations
⇒ no reference!

Examples of such languages:
▶ French regional languages (Alsatian, Creoles, etc)
▶ Canadian indigenous languages
Constraints
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Beyond the Game

Perspectives
A whole 4 elements world to explore (drawing by Marianne)
A non linear storyline

- Land Village entrance
- Land Village entrance
- Main Square
- Maze
- Crossroad
- Scribe's House
- Smith's House
- Enigma Scene
- Enigma type 1
- Enigma type 2
- Dragon's Lair
- Dragon's Lair
- Land Village

- Defeat the Goblin
- Land Village entrance
- Find the Goblin's key
- Land Village entrance
- Land Village entrance

- Success
- Success
- Success
- Success
- + sword
- + extra life points
- + Orb of Earth
- + key

- Fail
- Fail
- Fail
- Fail
- Fail

- "Linguistic" activities
- Non linguistic activities
- Necessary item
Constraints

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Beyond the Game

Perspectives
Login page

- Clear warning that the game cannot be played without a Grand Guru
- Identification of the variant of the language:
  - propose regions on a map
  - 3 or more examples of spelling variants
- Consent for data collection and use
The Quest: a dying world

Wise Woman: Katana! I have searched far and wide for you. An evil dragon has stolen the soul of our land and new life has disappeared or stopped growing. Only

(French is the language to learn here)
Wise Woman: You are not just a kid - you are the KEY, and you are not alone... You have the gift of words!

(French is the language to learn here)
Constraints

Implementation

Beyond the Game
  Language learning
  Crowdsourcing

Perspectives
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Perspectives
Remarks on language learning

- the universe of the game allows for an almost infinite number of drills to be added
- BUT:
  here the real learning happens outside of the game (the knowledge is outside of the game), in the interaction with the Grand Guru
Quality of the learning

Evaluated through:

▶ questions (memory check) at the end of the level (to access the next one)

▶ ...which should raise questions from the senior participants (to be checked?)

More to be done, but we would need more time
Constraints

Implementation

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Perspectives
Remarks on Crowdsourcing

Game is a metaphor for what we’re doing:
- collecting new words
- variations of these words
- collecting new idioms
- variations of these idioms

Collection done but not dealt with yet
Quality of the crowdsourced resource

Impossible to evaluate directly (even comparing with others):

- some known words used at first to check the player gives plausible answers
- memory check
- Levenshtein distance between solutions
- remove vowels

Technically possible and planned but not implemented yet
Constraints

Implementation

Beyond the Game

Perspectives
Many more ideas... 

Most promising:

- 2 characters, but only one person directing (kid), cooperation (Monument Valley)
- 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
- nudge activities IRL and come back with new voc (like recipe making?)
- customizing the characters using words from the language
- forum, to share results, ideas
TODO

- complete the game (3 more worlds to add)
- put it online
- test it with French learners
- correct it/ improve it
- switch to Alsatian (and French as the platform language)
What’s next?

Planned STSMs:
- Marianne in Paris (or Nancy)
- Yann, somewhere
- others, possibly

Publication:
- demo or short paper

Another hackathon/crowdfest?
Vielmols merci!