

PhD course: Games and gaming in (language) learning

(Preliminary schedule; subject to change)

Please contact lenka.garshol@uia.no with any questions.

Monday (27.1.2025)

9:00-12:00

What is a game

- Characteristics of games
- What good games do
- How have games been played in history

Lunch

13:00-16:00

Games and motivation

- Self-determination theory
- Motivational pull of games
- Games and transferable skills
- Games in/for education

Tuesday (28.1.2025)

9:00-12:00

Game design

- Theoretical background
- Deconstruction of the Linguist Lair

Lunch

13:00-16:00

What kind of player are you?

Student presentations

Wednesday (29.1.2025) – workshop day

9:00-12:00

Choose one of three workshops to attend:

1. Designing games in Unity
2. Designing escape adventures with ActivePresenter

3. Designing text-based and augmented reality games

Lunch

13:00-16:00

Choose one of three workshops to attend:

1. Designing games in Unity
2. Designing escape adventures with ActivePresenter
3. Designing text-based and augmented reality games

PhD students attending the course may also attend the following conference Games and Gaming in Education free of charge (conference dinner not included):

<https://www.uia.no/english/about-uia/faculty/humanities-and-education/events/course-conference-seminar/Games-and-Gaming-in-Education>

Readings (subject to change; final list will be published 5.1.2025):

Clark, D. B., Tanner-Smith, E. E., & Killingsworth, S. S. (2016). Digital games, design, and learning: A systematic review and meta-analysis. *Review of Educational Research*, 86(1), 79-122. <https://doi.org/10.3102/0034654315582065>

Csikszentmihalyi, M., Abuhamedeh, S., & Nakamura, J. (2014). Flow. In M. Csikszentmihalyi (Ed.), *Flow and the foundations of positive psychology: The collected works of Mihaly Csikszentmihalyi* (pp. 227-238). Springer Dordrecht. <https://doi.org/10.1007/978-94-017-9088-8>

Gee, J. P. (2013). [CHAPTERS 1-2.] *Good video games + good learning: Collected essays on video games, learning and literacy* (2nd ed.). Peter Lang.

Hanghøj, T., Kabel, K., & Hannibal Jensen, S. (2022). Digital games, literacy and language learning in L1 and L2: A comparative review. *L1-Educational Studies in Language and Literature*, 22(2), 1-44. <https://doi.org/10.21248/l1esll.2022.22.2.363>

Ryan, R. M., Rigby, C. S., & Przybylski, A. (2006). The motivational pull of video games: A self-determination theory approach. *Motivation and Emotion*, 30(4), 344-360. <https://doi.org/10.1007/s11031-006-9051-8>

Spanos, A. (2021). [SELECTED CHAPTERS] *Games of history: Games and gaming as historical sources*. Routledge. <https://doi.org/10.4324/9780429342479>