Digital Breakout Games for Virtual Language Learning

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Agenda

01 What is A Digital Breakout Game?

02 Why Digital Breakout Games?

03 How to Design Digital Breakout Games?
Digital breakout games are used as an umbrella term to refer to the games that can engage students in an immersive online experience and simulate a series of puzzles/challenges to be solved, adventures to be taken, and escapades to be carried out in a digital space.

Elements:
- #1 Theme
- #2 Narrative
- #3 Puzzles/Challenges
- #4 Locks & Clues
- #5 Incentives
## Examples of Digital Breakouts with WebQuest

<table>
<thead>
<tr>
<th>Game Description</th>
<th>Learning Goals</th>
<th>FLO Topics Covered</th>
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<tbody>
<tr>
<td><strong>Treasure Hunt</strong></td>
<td>Expand students’ linguistic &amp; socio-cultural knowledge by exploring Chinese cities that are less known to them or with a long history.</td>
<td>Geography, Culture, History, Society</td>
</tr>
<tr>
<td>Students uncover the treasure by successfully completing all the challenges along the route of their choice.</td>
<td>Increase students’ background knowledge about ancient China.</td>
<td>Culture, Society, History, Literature</td>
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<tr>
<td><strong>Time Travel</strong></td>
<td>Familiarize students with ancient Chinese stratagems and enable them to apply in new situations.</td>
<td>Military, Politics, Economics, Culture</td>
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<tr>
<td>Students travel back in history to know about the culture, society, customs, arts, &amp; literature about the Dynasty of their choice.</td>
<td>Enhance students’ problem-solving abilities through analyzing and evaluating information</td>
<td>Society, Science &amp; Technology, Culture</td>
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<tr>
<td><strong>The Grand Master</strong></td>
<td>Assess and consolidate students’ learning from previous games</td>
<td>All of the above</td>
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<tr>
<td>Students play the role of the grand master and use their knowledge in ancient Chinese military tactics to win the warfare.</td>
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<td><strong>The Detective</strong></td>
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<td>Students play the role of the detective in a crime scene and complete the crime scene report.</td>
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<tr>
<td><strong>Escape Query</strong></td>
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<td>Students escape from the room by answering questions correctly &amp; solving problems.</td>
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寻宝记

Treasure Hunt
01. Synchronizing with learning theories

02. Aligning with millennial characteristics (big gamers!)

03. Proving learning benefits (engagement & achievement; 21st century skills)
The Design Process for Digital Breakouts

1. Determine the purpose of game-based learning
   - Content mastery
   - Content enrichment
   - Content reinforcement

2. Formulate learning objectives & select learning content
   - Content type
   - Content levels

3. Decide on game genres & technology
   - Focus of games
   - Technology affordances & limitations

4. Transform the learning content into games
   - Essential game elements
   - Butler’s (2016) four elements: engagement, autonomy, mastery & progression
Designing Digital Breakout Games with WebQuest

WebQuest Widget
How to create a WebQuest

https://www.youtube.com/watch?v=sCA0XYIYZs
References

Thank you!

Q&A

For more questions, please contact:
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