Digital Breakout Games for Virtual Language Learning

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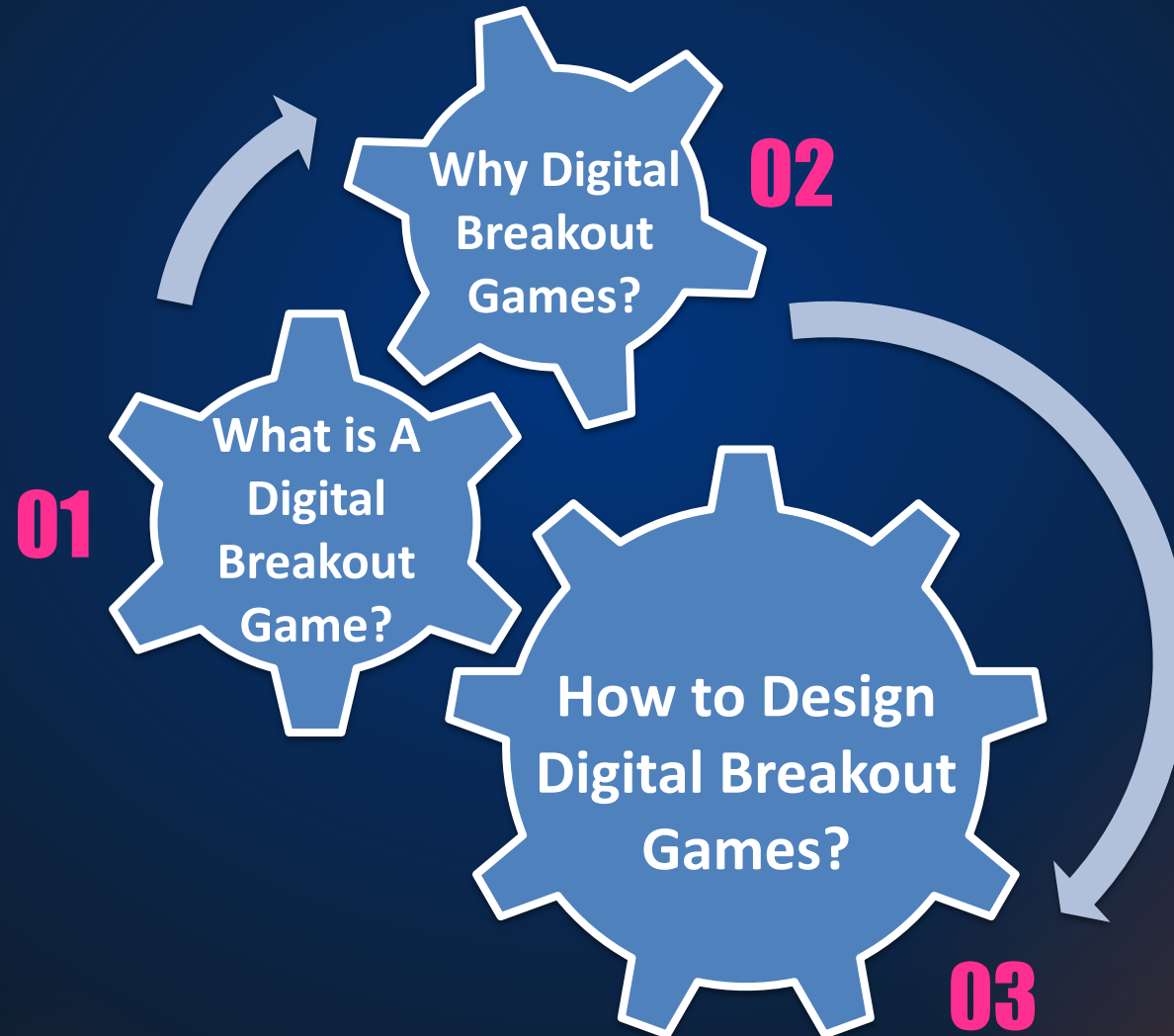
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Agenda

Why Digital Breakout Games? 02

01 **What is A Digital Breakout Game?**

How to Design Digital Breakout Games? 03

Characterizing 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.

Breakout EDU
www.breakoutedu.com

Elements:

- #1 Theme

- #2 Narrative

- #3 Puzzles/Challenges

- #4 Locks & Clues

- #5 Incentives

Examples of Digital Breakouts with WebQuest

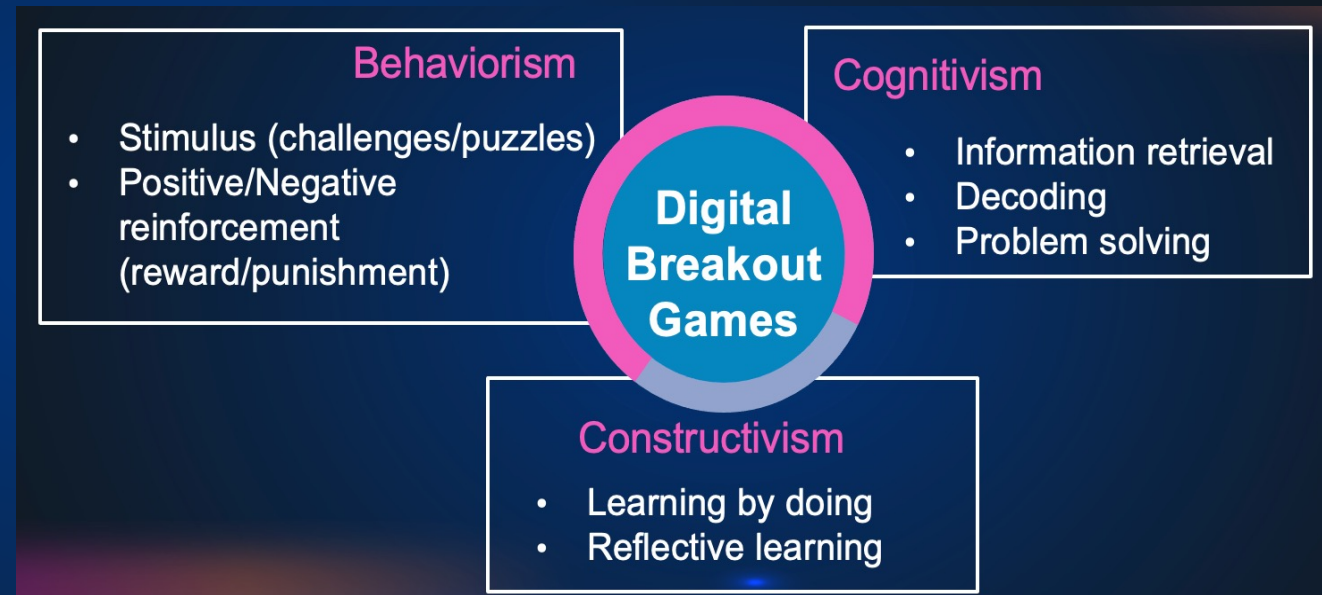|	Game Description	Learning Goals	FLO Topics Covered
Treasure Hunt	Students uncover the treasure by successfully completing all the challenges along the route of their choice.	Expand students' linguistic & socio-cultural knowledge by exploring Chinese cities that are less known to them or with a long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

寻宝记

游戏介绍　任务说明　路线A　路线B　领取宝物

Why Digital Breakout Games?

01. Synchronizing with learning theories

02. Aligning with millennial characteristics (big gamers!)

03. Proving learning benefits (engagement & achievement; 21st century skills)

Behaviorism
- Stimulus (challenges/puzzles)
- Positive/Negative reinforcement (reward/punishment)

Cognitivism
- Information retrieval
- Decoding
- Problem solving

Digital Breakout Games

Constructivism
- Learning by doing
- Reflective learning

The Design Process for Digital Breakouts

Determine the purpose of game-based learning

Formulate learning objectives & select learning content

Decide on game genres & technology

Transform the learning content into games

01 — 02 — 03 — 04

- Content mastery
- Content enrichment
- Content reinforcement

- Content type
- Content levels

- Focus of games
- Technology affordances & limitations

- Essential game elements
- Butler's (2016) four elements: engagement, autonomy, mastery & progression

Designing Digital Breakout Games with WebQuest

https://www.youtube.com/watch?v=-sCA0XNYIZs

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Thank you!

Q&A

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