



## GUINEVERE Project Newsletter April

### Hello everyone

The GUINEVERE Project has taken great steps forward in developing the OpenSim Platform. To get an impression about the GUINEVERE Virtual World watch the video> [here](#)

Areas with ongoing developments are:

1. GUINEVERE **Main Island** where learners can select a language which changes all signs and information to the language chosen.



2. In the Building **Island** people can create their own artefacts. Some resources needed for building such as textures for example have been displayed there.



3. The **Team up island** is still under construction but will be set up during the next months.

4. A **movie studio** platform has been established and equipped with various rooms and scenarios for creating machinima.



Photo: C. Schneider- Guinevere Movie Studios – a living room



Photo: C. Schneider- Guinevere Movie Studios – an airport check-in

### GUINEVERE Minecraft up to speed

There has been a rapid development this month on the GUINEVERE Minecraft server.

Teleports to places that might interest children have been set up. Playgrounds have been created for young learners to identify blocks of different colours, letters or shapes in the target language. Students can learn to



ride a horse and select floating words on their ride to complete a quiz and many more activities.



Photo: C. Schneider- Guinevere Minecraft – home base with instructions what to do and where to find things.

The most recent development of a quest is just being tested. The quest is about an alien spaceship that crashed into the mountains. Villagers around the space ship (bots) provide information about their observations. Based on the information received, learners are asked to make an audio or written news report.



Photo: C. Schneider – retrieving information from villages

In order to move on, students have to find the captain's log that gets them to a portal to find the mother ship, which has unfortunately gone, but they get a teleport to Mars. There they have to set up a shelter, grow seeds and build a vehicle and do all the things to survive until the spaceship comes back for them.

## News for Minecraft enthusiasts

The GUINEVERE project partners are planning to invite small groups of children to build on our GUINEVERE Minecraft server through the summer holidays. Pupils could try out things, build competitive language learning games or just have fun.

## Guinevere presentations international



Photo provided by Tuncer Can (4th from right)

Dr Tuncer Can from Istanbul University, Turkey, gave a talk about “New Technologies in Teacher Training” at Bahçeşehir University, 14th April 2018. He presented the GUINEVERE Project to language teachers demonstrating new learning opportunities in 3D immersive environments and informing teachers how the latest technologies can be integrated in 3D language teaching. As a trigger for his presentation Tuncer used the GUINEVERE promotional video which received a lot of interest from the audience.

## Our April Webinar

... with Barbara McQueen on Thursday, 19th April 2018 was very successful. After her presentation in Adobe Connect, Barbara demonstrated the potential of digital game-based learning in 3D immersive



environments. For detailed information check> [here](#)



Photo: Barbara's plot in Second Life on EduNation

Participants had great fun in trying out some of the games such as building a tree-house where one player gives instructions whereas the other players build the house following the instructions.

You can watch the recording of the session> [here](#)

### IATEFL Conference in Brighton 2018



Photo: Heike Philp and Letizia Cinganotto

IATEFL brings together 3000+ English teachers around the world. Letizia Cinganotto, INDIRE and Heike Philp presented a talk about English teaching in a virtual world entitled "Learn English with the method of loci in a virtual world". For the slides click> [here](#). Some of the

teachers approached the speakers after the presentation to express their interest in being part of the pilot teacher training in GUINEVERE. The method of loci is a visualization technique used by memory champions at contests. They visualize a building and imagine placing objects along a path in every room. Placing objects in a virtual building in a virtual world and walking this path with an avatar is an even stronger experience. The gist of this method is to exaggerate the visual impact by distorting objects or by placing them in weird locations in the room such as chairs on the ceiling, a tree in the bed etc. which in itself provides opportunity to practise language and to have fun. The following video illustrates this [unique approach](#)

### Save the date!

The Virtual Round Table Web Conference 27-29 April 2018. For the complete program click> [here](#)

### GUINEVERE Symposium

Five months into the project, the EU funded GUINEVERE project invites you to a symposium at the Virtual Round Table Web Conference on 28 April 2018 at 2pm GMT which is 3pm London time. The symposium takes place in Adobe Connect and everyone can join using the following > [link](#)

Dr Michael Thomas, Dr Tuncer Can, Dr Letizia Cinganotto, Heike Philp and Carol Rainbow present and showcase the various learning environments which have been created for the pilot test of the GUINEVERE teacher training course.

Part of the GUINEVERE symposium is a Minecraft workshop on Sunday, 29<sup>th</sup> April, 3:30pm GMT, which is 4:30pm in London. Registration is required due to the limited capacity on the server and some needed preparation, such as for example purchase the Minecraft software (25 USD), watch some videos etc. Please sign up> [here](#)



Access information will be emailed to you in good time prior to the workshop.

**Further presentations** are by: Helena Galani (Saturday 28 April 11:30am GMT) "It's anyone's game: keep it flowing"; David Richardson relating experience of 10 years of teaching English in Second Life to university students (Saturday 28 April 12pm GMT), Jean-Paul Duquette presenting his dissertation of 10 years of Cypris chat island in Second Life, (Sunday 29 April 12pm GMT) and last but not least the Minecraft Symposium at 2pm GMT on Sunday, 29 April.

### Another upcoming highlight is ...

our webinar in cooperation with SIG Virtual worlds & Serious Games Eurocall/Calico on **11<sup>th</sup> May 2018**. We are delighted that Chris McGuirk, a lecturer in ESOL/EFL at the University of Central Lancashire will share his presentation *The Connection of selves: A new perspective on identity development within an online discourse community* with us.

Chris has recently started a PhD at the University of York, looking at serious gaming and its impacts on a learner sense of self. You can find further information including the full abstract on the > [Guinevere Project website](#)

Join the presentation on **11th May 2018**,  
**Time: 1pm – 2pm GMT/UTC**  
Need your time? [Time zone converter](#)  
**Venue:** <http://connect.uclan.ac.uk/mcguirk/>.

### Call for papers...

**Pedagogical Advances in Technology-Mediated Education 2018 – PATME 2018**  
21-22 of June, in Istanbul (Turkey)

The International Conference “Pedagogical Advances in Technology-Mediated Education” 2018 PATME 2018 is aimed to bring together academicians, businesses and those who are interested to discuss problems of technologies and education, meet new partners, and share their experiences and ideas about education and

learning in the world of the technologically-enhanced society and globalised businesses.

Deadline for [paper submissions](#) 1 of June, 2018

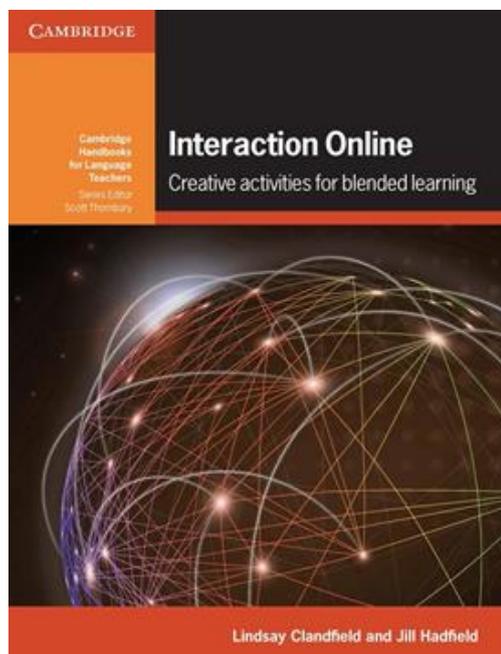
For more information visit the [conference website!](#)

### Last Chance

to submit your proposal for [OEB Global](#). The Call for Proposals will close on **April 30**, so you have just one week to submit your ideas for the chance to speak at the global, cross-sector conference on technology supported learning and training, 4-7 December in Berlin, Germany.

### An interesting reading

Happy to share some information about a book by Lindsay Clandfield and Jill Hadfield (2017): **Interaction Online**, a finalist for the Elton’s Innovation in Teacher Resources Award. It is certainly a great resource book and fits in well into our project research.



Please note!  
To join the Guinevere Project Network click >here