

## GUINEVERE Project Newsletter October

### Hello everyone

After a nice summer break we are happy to be back again and keep you informed about our latest project developments and activities on GUINEVERE.

### Summer fun with GUINEVERE Minecraft

During the summer holidays the Guinevere Minecraft Server was made available for children to play around and for the project team to get an idea what the kids wanted to do in the game. Four children between 10 and 12 years from Egypt, Spain, Thailand and Germany joined GUINEVERE's Minecraft server. All appeared to be excellent Minecrafters, amazing us with their ideas and fantastic builds, creating their own games, without the need to follow any instructions the GUINEVERE team provided them with. The children communicated in English and it was remarkable to see their improvements language wise just by interacting with each other.



Photo (C. Rainbow) *The crazy house*

The crazy house was built by two of the kids. It is full of secret rooms and tunnels with firework displays, gift givers and many other surprising features.

### Learning French with Minecraft

Eldon Primary School in Preston, England, is bringing in a group of children to learn French through Minecraft. After having discussed the curriculum for possible activities with the responsible teachers at the Eldon Primary School the first steps have been taken. Carol Rainbow has developed a series of activities to cover 6

weeks of learning French in a 40 minutes session, once a week. The weekly afternoon club also gives access to students with learning disabilities or learners who are not engaging. Carol Rainbow has created a video on the builds set up for these French learners:

<https://youtu.be/Zkz8IoA75mQ>

There is another course lined up for children learning Spanish which has not started yet.

### Webinars international

After a little summer break we have continued our series of webinars starting in September with Dr. Letizia Cinganotto, one of our GUINEVERE project partners. The webinar, entitled *Minecraft and Edmondo in Italy* was carried out in Italian, mainly, by two experienced primary school teachers working with Minecraft and with Edmondo, the Italian OpenSim created by INDIRE, the National Research Institute in Italy. During the session some videos were shared in order to outline a picture of what primary school students may actually do in immersive worlds and how they can improve their language competencies in such environments.

For the recording click > [here](#)

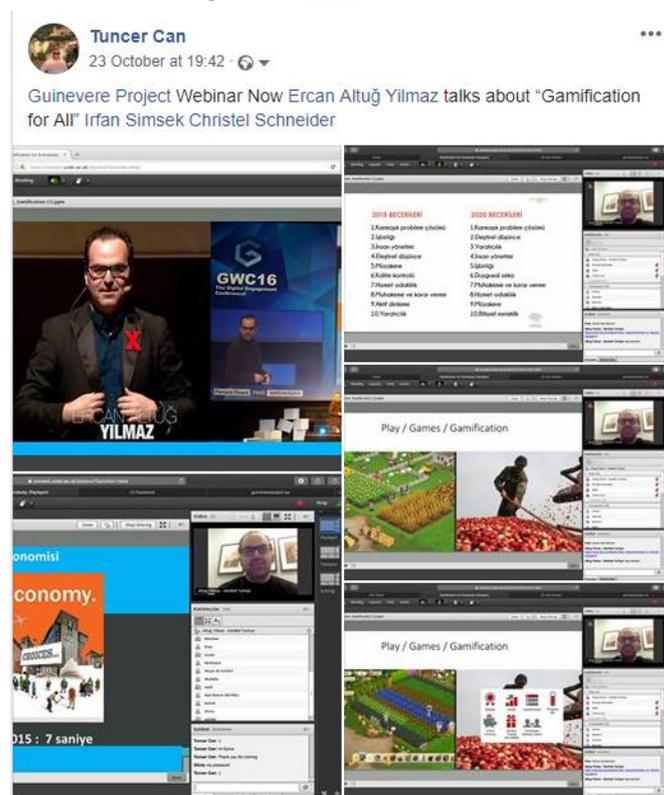


Photo Collage: Tuncer Can, Istanbul University



For our most recent webinar in October, entitled *Gamification for Everybody* we were delighted to have Ercan Altug Yilmaz, a gamification expert, to share his expertise and experience in digital education, game design, virtual and augmented reality with an enthusiastic audience. The webinar was held in Turkish as Altug is the first author to write a book on gamification in Turkish.

Recording of the webinar > [here](#)

For those who don't understand Turkish the webinar will be repeated in English in 2019. We'll keep you posted.

### Webinar plans for January 2019

We are looking forward to an interesting webinar in January with Stephanie Woessner on [Co-Spaces](#) focusing on the use of VR in the classroom.

### Save the dates

#### November 8-9, 2018

11<sup>th</sup> Edition of the Innovation in Language Learning International Conference in Florence, Italy. See: <https://conference.pixel-online.net/ICT4LL/index.php>  
We are pleased to contribute to the conference with our paper: *"Digital Game-Based Language Learning in 3D Immersive Environments: The GUINEVERE Project"* by Prof. Michael Thomas, Dr Letizia Cinganotto (presenting) and Heike Philp.

#### December 5-7, 2018

OEB formally ONLINE EDUCA BERLIN is a unique cross-sector conference on technology supported learning and training you should not miss!

The conference is taking place in Berlin:

<https://oeb.global/conference>

#### March 7-9, 2019 [in German]

DaFWEBKON 2019. Deutsch digital – von Anfang an!  
Eine Konferenz und eine Messe ohne Grenzen  
<https://dafwebkon.com/>

#### April 4-6, 2019

12<sup>th</sup> Annual Virtual Worlds Best Practices in Education 2019 Conference with the theme: *re: Vision* will take place online: <https://vwbpe.org/vwbpe-news/revision>

### And finally ...

### HAPPY HALLOWEEN!



Photo: C. Rainbow – a Halloween build created by one of the enthusiastic kids on GUINEVERE's Minecraft island.



Photo: C.Schneider – preparing a Halloween Party on EduNation in Second Life with Carol, Hazel, Dak, An, Gwen and Letty

If you would like to unsubscribe to our email updates, please get in touch with Christel Schneider:  
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