



GUINEVERE Newsletter November 2019

Hello Everyone

Having started in December 2017, the GUINEVERE Project is now in its final month! Over the last six months we've been busy finalising our intellectual outputs (14 in total) and working on our final dissemination and project reporting.

PIXEL 2019 Conference

GUINEVERE was again represented at the annual PIXEL conference in Florence, this year on 14-15th November. The 12th edition of the Innovation in Language Learning International Conference saw Christel Schneider, Tuncer Can and Michael Thomas from GUINEVERE present a paper entitled, "Classification of Games to be Used in Virtual Learning: Some Reflections on the EU-Funded GUINEVERE Project".



Photo: Christel Schneider at the annual PIXEL conference

The paper is also included in the proceedings for the 2019 event and is well worth reading alongside all the other articles. GUINEVERE were also represented at the Online EDUCA Berlin which took place on 27-29 November. Christel Schneider chaired an expert panel on learner-centric approaches to digital language learning.

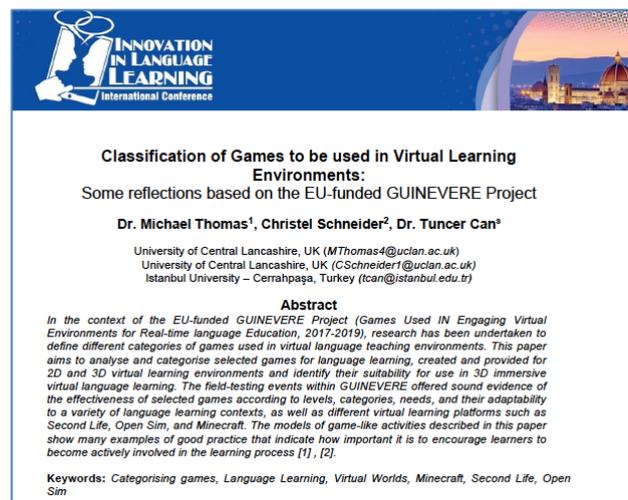


Photo: The GUINEVERE Project proceedings paper

Final Partner Meeting in Florence

All of the GUINEVERE project partners met for their final project meeting on 12-13 November in Florence, hosted by the University of the Line and INDIRE in their wonderful old library building. The partners approved the final intellectual outputs and the final report ready for submission in December 2019. This follows the successful completion of two, free online teacher training courses to help teachers use virtual worlds for creating and using games in their language teaching.

Part of the final project meeting involved the organisation of a webinar conference hosted by Heike Philp which took place on 13 November.



Photo: James York presenting in the webinar

It involved presentations from Dr Tuncer Can who discussed the GISTORY mobile application developed for the project, Heike Philp who talked about the development of our teacher training courses, Nick Zwart who explained his development work in



OpenSim, and two guest speakers, Dr James York from Tokyo Denki University in Japan and Vance Stevens, both of whom have done considerable work in the field.

experience to meet other teachers, researchers, students and administrators from other EU countries, to share experience and think about how we can work together to produce something worthwhile for the educational contexts in which we work.



Photo: The GUINEVERE webinar in Florence



Photo: The GUINEVERE project team in Florence

James York's presentation, "How to teach languages in Minecraft: What are the affordances of Minecraft for language teaching?", was based on the following abstract: "Minecraft offers three different game modes (survival, creative, and adventure) which each have different use cases. In this talk, I provide a list of teaching tips and ideas that have worked for me in my own teaching context with a focus on productive language skills. The talk addresses the affordances of Minecraft for language learning and how teachers can adopt a task-based language teaching approach in this environment". We were also fortunate to be joined by Vance Stevens who discussed his EVO course on Minecraft for teachers, which has been running for several years and provides a great resource for teachers and students working in this 3D environment and learning languages.

We are grateful to IUL University who hosted the final partner meeting. Long projects of this type are always demanding, especially as we have to communicate virtually for most of the time. But there is nothing like meeting people face to face and we enjoyed catching up with all the European partners involved in GUINEVERE – above all, it has been a valuable personal

You can find out more about the results of our project on our website (<http://guinevereproject.eu/>) and we are always interested in learning more from you as we welcome future opportunities to collaborate on educational projects that use digital technologies in a critical and balanced way.

As we sign off from the GUINEVERE project, we'd just like to pay a special thanks to all the partners who have been involved (Heike Philp, Nick Zwart, Tuncer Can and Irfan Simsek and the Istanbul team, Letizia Cinganotto and the IUL team, and the UCLan team, in particular Christel Schneider, Carol Rainbow and Silvia Benini).

We'd like to pay a special thanks to all the teachers and learners who have contributed to our games design, field-testing and teacher training courses across the partner countries, and in particular to the students and teachers at Eldon Primary School in Preston. Many of us have been involved in previous EU projects (LANCELOT, AVALON, CAMELOT, GUINEVERE) and, as Arnold says, we will be back!

For all educators involved in similar projects, and as we look forward to the holiday season, we'll leave you with some uplifting music from John Hiatt to bolster your resilience: Enjoy!

(<https://www.youtube.com/watch?v=7aYxMuLb3h8>).