An educational Game for Language Learning

Polyglot³

Written, designed and developed by:

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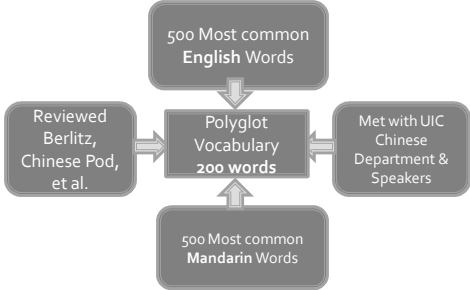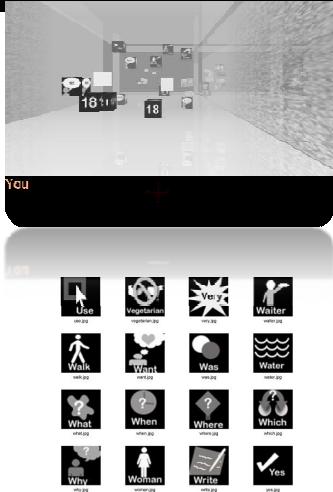Armstrong Institute for Interactive Media Studies (AIMS)
School of Fine Arts

Polyglot³: Method

- 500 Most common **English** Words
- Reviewed Berlitz, Chinese Pod, et al.
- Polyglot Vocabulary **200 words**
- Met with UIC Chinese Department & Speakers
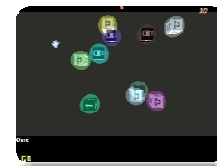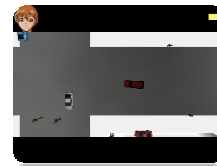- 500 Most common **Mandarin** Words

- Touch-based design
- 150+ Pictographs, 200 word vocabulary
- 6 rooms, grouped by topic
- Multilanguage model
- No prior language training needed

Lindsay Grace, Miami University   PolyglotGame.com   LGrace.com

Polyglot: Method

- Surveyed existing educational software
- Executed standard game design process:
  - Game Design Document
  - Survey similar solutions, etc
- Implemented prototypes to test approaches:
  - Several prototypes (paper, JavaScript, and 3d)
  - Arrived at general approach

Polyglot^3

- Features
  - Tablet PC: Effective use of "new technology"
  - Gameplay is directly related to language understanding
  - No prior language training needed