

# Katana and Grand Guru: A Game of the Lost Words

Alice, Annalisa, Ivana, Karën, Marianne, Yann

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Introducing the Game

Playing the Game

Beyond the Game

Perspectives

((Really)Great) Team!



# The 4 elements world



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## Login page

- ▶ Clear warning that the game cannot be played without a Grand Guru
- ▶ Identification of the variant of the language:
  - ▶ propose regions on a map
  - ▶ 3 or more examples of spelling variants
- ▶ Consent for data collection and use

Now, YOU play!  
(French is the language to learn here)

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# Why focusing on gamification?

- ▶ it's more engaging and fun to create
- ▶ it's the key to **retain** participants  
[Fort et al., 2017, Millour and Fort, 2017]
- ▶ a really good game with a purpose (GWAP) should really be a game, like JeuxDeMots [Lafourcade and Joubert, 2008]

## Remarks on language learning

- ▶ the universe of the game allows for an almost infinite number of drills to be added
- ▶ BUT:  
the real learning happens outside of the game (the knowledge is outside of the game), in the interaction with the Grand Guru

# Remarks on Crowdsourcing

Game is a metaphor for what we're doing:

- ▶ collecting new words
- ▶ variations of these words
- ▶ collecting new idioms
- ▶ variations of these idioms

Collection done but not dealt with yet (one extra day would have been needed)

# Quality of the learning

Evaluated through:

- ▶ questions (memory check) at the end of the level (to access the next one)
- ▶ ... which should raise questions from the senior participants (to be checked?)

More to be done, but we would need an extra day

# Quality of the crowdsourced resource

Impossible to evaluate directly (even comparing with others):

- ▶ some known words used at first to check the player gives plausible answers
- ▶ memory check
- ▶ Levenshtein distance between solutions
- ▶ remove vowels

Technically possible and planned but not implemented yet (one extra day would have been needed)

## Many more ideas...

Most promising:

- ▶ 2 characters, but only one person directing (kid), cooperation (Monument Valley)
- ▶ the player and the senior speaker have to say the word in a similar way in order for their word to be really "magical"
- ▶ include cultural facts in the game to foster the discussion
- ▶ nudge activities IRL and come back with new voc (like recipe making?)
- ▶ customizing the characters using words from the language
- ▶ forum, to share results, ideas

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# What's next?

Planned STSMs:

- ▶ Marianne in Paris (or Nancy)
- ▶ Yann, somewhere
- ▶ others, possibly

Publication:

- ▶ demo (?) or short paper (TALN?)

Another hackathon/crowdfest?



## Quotes

"Oh my God, it's not on the right layer!" (Annalisa)

"But kill the fucking goblin Alice!" (Karën)

"Oh, you're so good at coloring, Karën!" (Alice)

"J'adooore la téléportation !" (Annalisa)

"Amazeballs!" (Yann)

"Oooh ! Aaah !" (Karën)

"J'ai le cerveau qui a bouillu !" (Alice)



Fort, K., Guillaume, B., and Lefèbvre, N. (2017).

Who wants to play Zombie? A survey of the players on ZOMBILINGO.

In

Games4NLP 2017 - Using Games and Gamification for Natural Language Processing  
Symposium Games4NLP, page 2, Valencia, Spain.



Lafourcade, M. and Joubert, A. (2008).

JeuxDeMots : un prototype ludique pour l'émergence de relations entre termes.

In Actes de Journées internationales d'Analyse statistique des Données Textuelles (JADT), Lyon, France.



Millour, A. and Fort, K. (2017).

Why do we Need Games? Analysis of the Participation on a Crowdsourcing Annotation Platform.

In Games4NLP, Valencia, Spain.