



Adventures in Creating a "Choose Your Own Adventure" Game for Academic English

5TH JULY 2022
11:00 AM -12:00 PM

This session will chronicle key moments for a team of English teachers at a University of Science and Technology in Asia developing a self-directed online "choose your own adventure" game in a required EAP course of approximately 2,000 students and 44 teachers. Funded by a 17-month "Teaching and Learning Innovation Project" grant, this project began in September 2021 when the team embarked on their own adventure in gamification and in using the software Articulate, an e-learning authoring tool. This session will describe the journey from the "packing" preparations for the trip, to the "mapping out" planning of the journey, to the "bumps" of unexpected challenges, and the addition of an Instructional Designer who has acted as a "guide." With the first "leg" of the journey finishing in May 2022 – and with feedback on the first iteration from students and teachers – the team will share revision plans for the second iteration of the "choose your own adventure" game when the journey continues in spring 2023. Attendees will come away with information relevant to creating similar games in their courses with advice for software selection, scriptwriting, technical issues, refining game elements, producing videos, editing, and evaluation.



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