

Urban explorations for language learning: a gamified approach to teaching Italian in a university context

Koula Charitonos¹, Luca Morini², Sylvester Arnab³,
Tiziana Cervi-Wilson⁴, and Billy Brick⁵

Abstract. The recent technological developments and widespread use of mobile technologies challenge traditional knowledge and skills, with language learning increasingly taking place beyond the language classroom in learners' own environments. The paper presents the ImparApp study that focuses on a pervasive and gamified approach to language teaching and learning. The study investigated language learning with mobile devices as an approach to augmenting language learning by taking learning outside the classroom into the real-world context. The paper reports on the design, development and testing of an introductory Italian Language Learning game, i.e. ImparApp, that is developed with the use of MIT's TaleBlazer authoring tool. Preliminary findings of the pre-pilot of the game prototype are drawing on data collected through participant observation of a play-test session followed by a focus group interview. The paper contributes to the field of mobile-assisted language learning with insights on pervasive and gamified approaches to teaching and learning a foreign language.

Keywords: mobile-assisted language learning, MALL, pervasive learning, game-based learning, higher education, Italian.

1. Introduction

Recent developments in mobile and web technologies bring great potential for innovation in teaching and learning, and inevitably influence language learning.

1. Disruptive Media Learning Lab, Coventry University, Coventry, United Kingdom; koula.charitonos@coventry.ac.uk
2. Disruptive Media Learning Lab, Coventry University, Coventry, United Kingdom; luca.morini@coventry.ac.uk
3. Disruptive Media Learning Lab, Coventry University, Coventry, United Kingdom; s.arnab@coventry.ac.uk
4. Language Centre, Coventry University, Coventry, United Kingdom; tiziana.cervi-wilson@coventry.ac.uk
5. Language Centre, Coventry University, Coventry, United Kingdom; billy.brick@coventry.ac.uk

How to cite this article: Charitonos, K., Morini, L., Cervi-Wilson, T., & Brick, B. (2016). Urban explorations for language learning: a gamified approach to teaching Italian in a university context. In S. Papadima-Sophocleous, L. Bradley & S. Thoušný (Eds), *CALL communities and culture – Short papers from EUROCALL 2016* (pp. 1-6). Dublin: Research-publishing.net. <https://doi.org/10.14705/xxx-to-be-confirmed>

