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# Computer Games for Hul'q'umi'num' Language Learning

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q'aptul' tu hwiiw'uthun'uq

Gathering of Hul'q'umi'num' Language Educators

# Acknowledgements

I acknowledge that I am an uninvited visitor of the traditional territories of the Songhees, Esquimalt and W̱SÁNEĆ people, on whose lands I am speaking from today.

For the last year, I have had the honour of working with members of the Hul'q'umi'num' community in the Hul'q'umi'num' Language and Culture Society and Hul'q'umi'num' Language Academy and am grateful to be continuing this next year.

# Overview

- Computer games
  - Needed for remote learning - moving to Zoom from in-person learning
  - Students and other learners to practice during and outside of class time
  - Increase engagement and enthusiasm
  - Content of games have revolved around learning lexical content contained in stories or semantic categories

# How? Design

- Research
  - Look at existing games or activities for inspiration.
- Determine Content
  - Review existing Hul'q'umi'num content such as:
    - Stories, characters, vocabulary, phrases, audio, video, etc.
  - Match content with pre-existing template or design unique game experience
- Design
  - Discuss, whiteboard, and clarify ideas
- Build and Iterate
  - Create activity/prototype, test, revisit design, make improvements

# How? Build

- Using open source programs
  - Scratch (recommended by Tanis Calder)
    - Easy to learn, clunky to program and awkward to edit
    - Example: [Wuxus](#)
  - Flippity (Jeopardy, randomizer wheels) (Recommended by Sonya Bird)
    - All content is compiled in a Google Sheet and populated via private scripts
    - Able to add audio, images and video to some activities. All media must be hosted on a third party site, not linked from Google Drive
    - All games broke for a couple weeks in the summer due to an unannounced change to Google's privacy settings
  - H5P

# H5P

- Used the most!
- Free plugin (MIT open source licence)
  - Can be used with Wordpress, Brightspace, Canvas and other learning module systems
- Easy to use: no coding required
- Range of ready to use content types:
  - Interactive Video, Course Presentation, Branching Scenario, etc.
- Downloaded and uploadable to other websites or platforms
  - .h5p file
- Mobile friendly

# Examples

- **Blind Wolf** (by George Seymour): [Interactive video and Concentration](#) (H5P), [Jeopardy](#) (Flippity)
- **Angry Raven** (by Gina Salazar): [Family Feud](#), [Answer sheet](#) (Unity), [Various Interactive Activities](#) (H5P)
- **Colours and clothing**: [Drag and Drop](#) (H5P), [Randomizer Wheel](#) (Flippity)
- **Froggy Goes to Bed**: [Course Presentation](#) (H5P)
- **'ilhe hwulmuhwqun**: [Interactive Workbooks](#) (H5P)

# Current and upcoming games

- Moving into Unity Game Engine
  - Not an open source program
    - Code can be shared privately or publicly
  - Dense, professional-level software
  - More control over game complexity, functionality (2D, 3D, web, mobile, and more)
  - Working with Michelle: art & design
- In parallel, games for language nest - come see on Friday!



# Other digital resources

- Dictionary
- Transliterator
- Listening quizzes

Huy ch q'u!

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- Tech team
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- And more!

