

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
CREATIVE CALL

1. Title

Interface of English language games for the practice and improvement of multilinguals in the US.

2. Organizers and presenters' names and affiliations

Dani Macedo from the University of California Davis

3. URL of the demo website or video

<https://dnmacedo.github.io/des157/>

4. Abstract (ready for diffusion). 200 words maximum.

A research University such as UC Davis is filled with diverse individuals with multicultural backgrounds, and many of them speak two languages or more. An article in the journal of Bilingualism: Language and Cognition involved a study that showed if bilinguals are not exposed to their second language, such as English, early in life, they will struggle to be fully proficient in adulthood. According to the US Consensus Bureau, at least half the non-native English speaking population claim they speak it less than “very well.” English is a complex language full of quirks and exceptions; by collecting anecdotes about personal struggles in being multilingual, prototyping and performing user testing, a refined interface that addresses and remedies these struggles may come to fruition. The range of categories covered will include speech comprehension and production, vocabulary, sentence structure, cultural concepts and idioms. The purpose of this project is to encourage multi-lingual individuals to acquire a better grasp of English as their non-native language and help them to connect more with an English speaking environment. In the end, the project is a fun, educational, convenient and interactive experience that will encourage multilinguals nationwide to practice and improve their English skills.

5. General description of the Project

My project will consist of a broad range of games that are categorized and organized for all learners of English, regardless of proficiency. The game topics range from sentence structure to idioms, and they will cover speech production and comprehension, reading, writing, vocabulary, English culture like slang, grammar, and the irregular exceptions in the language. My hopes are that any multilingual hoping to learn more about English will through a fun series of games with varying difficulties for each. People that engage

with the interface can play whenever is most convenient and the lessons learned are more mentally digestible because they are presented in small pieces.

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

I feel that my research project is fitting for ISEA because it involves interactivity among and between multilingual people. People who are multilingual in America, or anywhere, show just how diverse the world really is. My project will be aesthetic, fun, connective, educational, and will make an impact for those who seek a better sense of community with the English speakers around them. I see my project bringing people who are multilingual more peace with themselves and with others, making them feel more dynamically adapted to such a diverse country.

7. Biographies of the Author(s).

Dani is from Yorba Linda of Southern California. She is a 4th year at UC Davis studying Design and Psychology. In her studies she is particularly interested in using her passion for the psyche of people to perpetuate her work in design. With design, she is interested in graphic, user experience and human-centered design. She is also passionate about art and hopes to implement her artwork in her designs as well.