1. Title

English game library for multilinguals

2. Duration (only workshops and tutorials)

Half day ___ Full day ___

3. Organizers and presenters' names and affiliations

Dani Macedo from the University of California Davis

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." 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 in the English Game Library for Multilinguals 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 nonnative 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. Rationale, instructional methods, and description

English Game Library for Multilinguals 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. Plan to solicit participation (only workshops and tutorials)

7. URL of website (only workshops and tutorials)

8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)

9. 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 humancentered design. She is also passionate about art and hopes to implement her artwork in her designs as well.

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Title: English Language Games for Multilinguals

Abstract:

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." 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 in the English Game Library for Multilinguals 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 nonnative 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.!

Keywords: bilingual, multilingual, games, English

Sub-themes:

Interdisciplinary platforms for coexistence
The cultural dimensions of bio-creation and peace