<div align="center">

PSMLA 2018
Pre-Conference Workshop:
Digital Games for Language Learning
with **Silvina Orsatti**

When: Thursday, October 11, 2018
Where: at the Sheraton Pittsburgh Hotel at Station Square

Bring your own technology!
Mac, PC, Droid, iPhone, iPad, etc.

</div>

Description:
Currently, digital games are being recognized as new contexts, spaces, and means for language learning. When deciding to use digital games in the classroom, we most often think of the learners playing the game. Strategically-designed 'wrap-around' activities can be useful for making gameplay meaningful and relevant to the language learning process. In addition, designing our own games with specific goals and authentic contexts can also motivate our students and become powerful language learning tools. During the workshop, participants will explore commercial and educational games for language learning that are aligned with Bloom's Taxonomy. In addition, participants will play social impact games about real-world issues, design a simple game with free digital tools, and brainstorm ideas for gamifying a lesson, a unit, or an entire curriculum. After the workshop, participants will head to *Duolingo* Headquarters to learn about *Duolingo*'s offering for educators. They will explore the *Duolingo* curriculum and the educator platform [Duolingo for Schools]. They will also get sneak peeks at some of *Duolingo*'s newest projects such as [Duolingo Stories]. The afternoon will conclude with small group sessions in which participants will have the opportunity to share feedback with the *Duolingo* team and hear tips about using *Duolingo* in the classroom from fellow educators.

Agenda

8:00 - 8:30 **Registration and Coffee**

8:30 - 10:00 ***Getting inspired to play!***
- Language, games, play and learning
- Commercial and educational games for language learning
- Elements of games: goals, interaction, feedback, context, motivation
- Gamification of learning

10:00 – 10:15 **BREAK**

10:15 - 11:45 ***Getting ideas for games!***
- Taxonomy Alignment for Gaming (TAG), with examples of games in each category
  - Recall and Memorization Games
  - Judgment Games
  - Consequence Games
  - Strategy Games

- o Exploration Games
- o Simulation Games

11:45 - 12:30 **LUNCH**

12:30 - 1:30 ***Getting ready to play or design a game!***
- Game On: Play a game!
- Hands On: Design a (simple) game!
- Brains On: Brainstorm ways to gamify a lesson, a unit, or an entire curriculum!

1:45 **DEPART** for *Duolingo* Headquarters

2:00 **ARRIVE** at *Duolingo* Headquarters

2:15 - 3:30 ***Getting DUOLINGO tips!***
- *Duolingo* features for educators
- *Duolingo* teaching methods and tools
- Group discussion and Q&A

3:45 – 4:00 **ARRIVE** at hotel