



WELCOME TO

An interactive online self assessment Game: French “Jeu de l’Oie”

Developed by
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Languages)
and
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Supported by CDGS



CUHK students taking the French courses

Profile

- Limited teaching contact hours (3 periods/week)
- From different departments/faculties
- 6 different levels
- About 400 students a term
- up to 10 parallel classes (3 FT & about 5 PT)

Their preferences

- More practice
- More revision
- More exposure to the language/culture
- **More fun in learning**

Characteristics of the project

STUDENTS' POINT OF VIEW

1. Contributing to students' French learning
 - to practice
 - to revise
 - to give exposure to language and culture

2. Having access to a user friendly tool
3. Having fun and being entertained
(FUN ≠ ACADEMIC?)

TEACHERS' POINT OF VIEW

2. Developing the sense of autonomy through interactive self assessment
 - to complement the platform Moodle
FRE0000
3. Including the development of the project into students' learning process
 - to involve students in the conception
4. Offering a CUHK learning object
 - to contribute to the industry of Teaching French as a second

Nature of project: **A TAILOR MADE FRENCH INTERACTIVE GAME**

Academic components

- Training of language proficiency (3 skills: grammar, vocabulary and listening)
- Use of the current textbooks (see syllabi)
- Self-assessment vs. sense of autonomy (interactivity and performance report)
- Exposure to French culture (French traditional game)

Attractiveness

- Learning through game (fun tasks)
- User friendly (no need to download; timing; repeat function)
- Interesting layout appealing to students (familiar elements: CUHK campus; French programme's mascot)
- Encouraging feedback (audio feedback)

French Game “Jeu de l’Oie”

Which takes place on CUHK campus



With the mascot of the French program: *Dédé*



Based on the course content of all levels of French

French Game “Jeu de l’Oie”

With the rules of the traditional French game where players throw a dice to

have little geese race along a path to make them reach their destination.

Following the same principle, the French mascot walks to his destination as the player answers correctly the questions.



UN CADEAU SURPRISE



Une jolie décoration de table pour un repas en famille le dimanche.

Instruction: Choisissez la bonne réponse.

Paul : Vous aimez ____ photos ?
Marie : J'aime beaucoup les photos à gauche.

- quel
- quels
- quelles
- quelle

Submit Answer

Bravo !

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Beginner I - Grammar

LIN / TSC



Your Score: 10/14



Instruction: Choisissez la bonne réponse.

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Little rewards give the player a taste of French culture.

French Game “Jeu de l’Oie”



Congratulations

Performance for Beginner I - Grammar

Category	#Correct / #Attempt	%Correct
Articles, adjectives and nouns: Agreement in gender and number	9 / 15	60 %
Conjugation and pronouns	3 / 3	100 %
Total:		67 %

Congratulations

Performance for Beginner I - Grammar

Articles, adjectives and nouns: Agreement in gender and number

It seems that you should pay more attention to the following items:

- 1. Definite articles (only)**
What are they forms? Why are there so many forms (4)? In which cases are they used?
- 2. Indefinite and definite articles**
Why are there only 3 forms for indefinite articles but 4 for definite articles? What are the differences between these two types of articles?
- 3. Agreement of adjectives (nationalities, colors)**
With what do the adjectives agree? Where do you put the adjectives? (2 different structures) What changes can adjectives get?
- 4. Quel(s)/Quelle(s)**
Why does this word have 4 different forms? (Can you name another similar grammatical word) To what is this word related?

Performance reports are issued after completion of each round of the grammar subcategory in each level. (inspired by ELTU IOWA system, Expo 2008)

Below 70%, mistakes are classified and weakness areas are outlined. The student is provided with guidance.

Conception of the game

Financial support

Courseware Development Grant Scheme (82,000HK\$)

Consulting experts

Prof. Paul Lam & Prof. Keith Thomas (CLEAR)

Judy Lo (ITSC)

Technical expertise

Eva Cheung & Dickson Au

Student helpers

(Information and Technology Service Center)

Pedagogical expertise

Nathalie Iseli & Christele Joly (French full-time instructors)

2 French part-time instructors

(Department of Linguistics and Modern Languages)

2 visiting French teachers

Pedagogical support

56 CUHK students from French Advanced 2 level

Testing and Evaluation

Testing

- Devising a survey for the evaluation exercise (September)
- Proofreading and testing the game in debug mode by the 2 French full-time instructors (September)
- Launching the game on the platform Moodle FRE0000 (end of September)
- Designing and opening to the students the online survey (end of September)

Evaluation (to be completed before December 2009)

- Analysis of the statistics of the online survey
- Collection of the data generated by the system Moodle
- Conducting focus group meetings with students

Issuance of the Final Report to be submitted to the CDG committee before December 31, 2009.

Further plans

- Uploading on various websites (reusability)
- Expanding the content for the 3-3-4 curriculum (2012)



Merci !

Questions & Answers



Dédé



Thank you!