

# Yokohama City University Dog Catcher

## Overview

Our game is a scavenger hunt. It's called YCU Dogcatcher. It uses your GPS position to tell you if you have found your target (dog) and where to go next. It has been designed to teach expressions and vocabulary for giving directions that go beyond what is typically taught in an ESL textbook.

## Instructional Objective

Within 90 minutes of instruction, students will be show that they have mastered how to follow directions to find locations.

## Learners

The learners are ELLs who are high intermediate university students. This school is high ranking but it is public, so it is inexpensive therefore we have students from all socioeconomic levels. All of the students doing this will be Japanese.

## Motivation

The topic will not be difficult but it will be new. The students are usually motivated to learn new material when they know the material is relevant. Learning it in a new way will be fun. The fact that the game is interactive and location based gets them out of the classroom and makes it attractive. Fortunately, it is very much like 'Pokemon Go' so they are familiar with the concept. There is a variation of the game for 4 different groups. This makes the game into a sort of race.

## Context of Use

This game is not part of the curriculum. The material is new and useful. It serves to maintain the fun and light atmosphere that I have established at the beginning of the semester.

## Scope

This game has 10 new expressions and vocabulary used for giving directions. It includes instructions on how to get from place to place on a campus (not on city streets like most lessons on directions). There will be 6 dogs that each group has to 'pick up'. The dogs will appear when players enter a latitude and longitude that will be sensed by their smart phones' GPS system. Once a dog is picked up, he gives instructions to the next dog until all 6 dogs are picked up. It should take less than an hour depending on students.

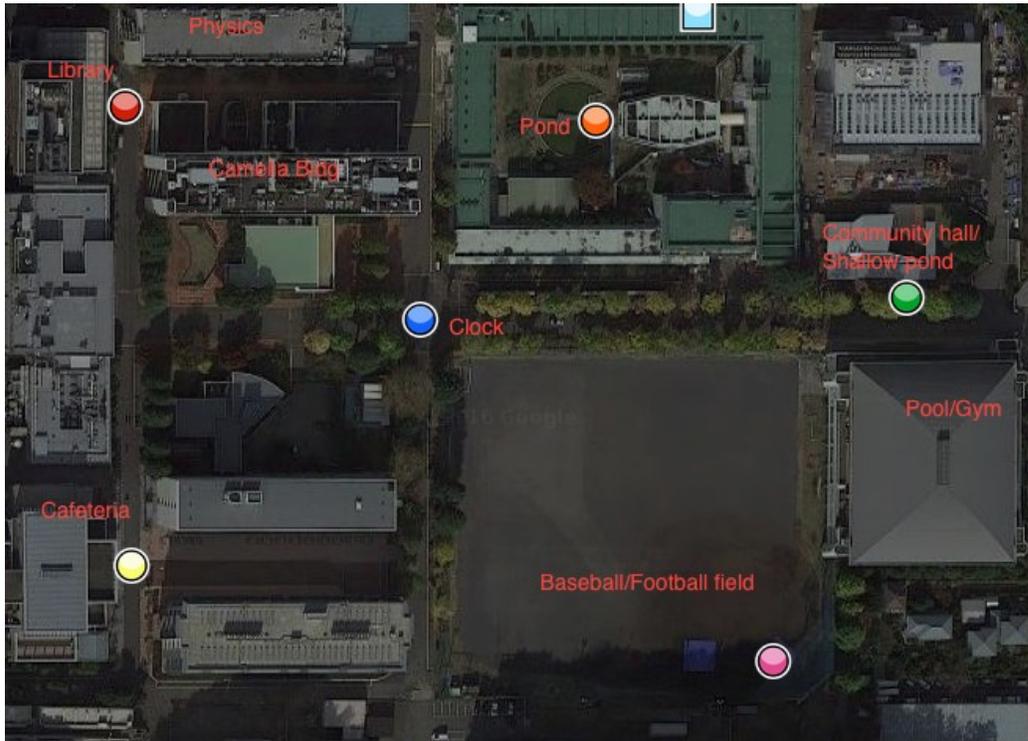
## Object of the Game

The object of the game is for a group to pick up all 6 dogs that are all around the campus before the other groups do.

# Design Details

## Universal Elements

The game will appear on my student's smart phones as a GPS map. The first dog's location will be shown to get them started. The following dogs will be hidden until they are "bumped". Below is an illustration of the game overlaid on the campus.



The game is intended to be cute (we are in Japan and Korea after all) and fun. Here are some example pictures.

AHHHHH.

Good Work! only one dog left! Go past the bathrooms that no one uses and go between two big buildings. One of them is old, the other is almost new. Go all the way till the end. If you don't meet my friend then, walk around a little bit until you find him.



00:00/00:04



Claude

**green**

★ **Pick Up**



You Got Me!

Go toward the pond that sometimes has turtles. Go to the east end of the bridge. You will see my friend there.



Scrappy

**purple**

★ **Pick Up**



00:00/00:01

It also involves sound effects such as a Jew's harp or a cartoon "thud".

**Specific Elements**

I have listed elements this game will include. It is not very complex so there aren't that many.

### ***This game will include:***

- Elements (dogs) to catch and keep.
- A backpack listing all the dogs that were caught.
- A GPS map of the territory.
- Pictures of each dog caught
- Sample screens showing the sequence of animation, learner input, and consequences
- Sample screens showing introductory material, high score pages, etc.

### **Technical Elements**

This game needs the following to work:

- The ‘Taleblazer’ app (available for iPhone and Android)
- The game is seen clearly on a smartphone screen.
- It includes mp3 and .wav sounds but they all must be under 4 megabytes.
- Each game must be downloaded as a file which includes GPS information, pictures and sounds. Downloads for this particular game take about 15 seconds.
- A file can be saved as XML if you want to download and reupload it.
- Google maps available in your country

### **Design Process**

Designing this game was fun and useful for our future. We wanted a game that would teach a few new expressions and get the students out and moving around. We also looked at the tools we were using in detail before we undertook making the game. Robert tested it in his neighborhood before moving it to his university. Once the game is created, it is very easy to move to another location<sup>1</sup>.

We started trying to make a game in scratch. We did make a simple game but we weren’t satisfied with it. We took a look at Taleblazer and decided to go with that since it can be used on smartphones (no reserving the computer room, etc.). A scavenger hunt was the first thing that came to mind since Taleblazer uses GPS. Taleblazer also uses scratch so there was not much of a learning curve. Taleblazer has very little in the way of instructions or instructional videos so we had to learn by clicking around and following its tutorial. The game is free but there are built-in workarounds. For example, sound files must be included in rich text boxes. There was a lot of the programming which was

<sup>1</sup>Katrina had difficulty transferring this game to her specific context in Korea due to Google Maps being blocked in detail. Her campus just looks like a tense forest. However there is still great potential for this game to work for her and she is seeking a suitable workaround. So for the sake of this assignment, all features are assumed to reflect Robert’s context in Japan.

easy but tedious. In making 4 games we realized that it's best to make 1 with all its elements and copy it whole. We made 4 games so we sometimes had to make the same changes 4 times. To post a picture that tell students they have succeeded, you have to post a 'map' from a file. We realize there is much more that can be done with this game and we plan to exploit its potential in the future.

## **References**

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