

Liberation

Where to find the game

<https://d-esl.itch.io/liberation>

Hosting the game sessions

Accessibility

English level

B1-B2

Accessibility features

Controllers: mouse, keyboard arrows, ESC

Advice for specific student profiles

The game can be recommended to **dys-students**. Teachers who need more information referring to learning activities tailored for students with specific needs can access the Practice Sheets for inclusive education at www.d-esl.eu.

Auditory disability or deafness

There is background music along with sound effects within the game, but they are not necessary to accomplish the steps, nor are they relevant additions to the required information. The game can thus be played on mute, and students with auditory issues or deafness will be able to accomplish all the tasks without issue.

Classroom organisation

Duration

The game can be played in 10-15 minutes.

Single-player mode

Solo

The game offers one protagonist and is designed for single-player mode.

In Group

As the game contains an evaluation test based on twenty questions, the creator suggests playing it by **one student** only. Otherwise, students can **optimally form groups of even number** of participants, so that each member may have the chance to answer an equal amount of questions.

Multiplayer mode

Not available, but students can benefit from the game experience in **groups**.

Remote Play

Play as homework

The evaluation test included in the game is based on wh-words (question words and relative pronouns) can be assigned as homework.

Distance learning activity

Distance learning may impact the social and emotional life of our students, therefore we need engaging activities to challenge their mind and also help them learn something. **Liberation** can be such a tool, as it contains not only a grammar topic, but also idioms and humorous prompts together with many other possibilities of follow-up (e.g. **mind maps for relative pronouns**). Bring your imagination to life!

Briefing

Pedagogical requirements

The students have already assimilated the question words (how, what, when, where, which, who, whom, whose, why) and relative pronouns (who, whom, whose, which, that), now being able to indulge in a practice test in a playful and non-competitive atmosphere.

Explanations to give before playing

The players are informed they are going to practise the **wh-questions and relative pronouns** through video game playing. They should also know that the story line contains colloquial expressions encountered in daily speech.

Emotional security and other warnings

There are no vulnerable situations in the game which may hinder the emotional state of the students.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

The in-game test score conveys the performance of the trainee under the form of 20 objective items (questions) with 4 incorrect answers allowed.

Lesson plan using the in-game content learned

Post-play activities can be based on **writing skills**, such as opinion essays departing from the linguistic expressions in the text (e.g. opinion essay on the **importance of self-development** or **life long learning**).

Debrief or production based on the game session (essays, list of words to review...)

The game session concentrates mainly on evaluating the wh-questions and the relative pronouns. If teacher wishes to use the test as an assessment activity, he or she will need to adjust the marking scheme based on the **LIBERATION TEST** presented as a pdf in **Player Guide**. The file contains also the answers, in case students receive the test as a homework assignment. However, the teacher may want to give the answers afterwards.

The game

Context and story

Plot

Dor'El is a young man who takes shelter from rain in a tent in the forest. He doesn't know the tent is a door to eternity, because whoever goes inside and cannot pass the knowledge test of the Book, is trapped inside for infinity. There is an illiterate old man caught inside the tent because he keeps failing the test. Dor'El accepts the challenge and passes the test; the Book allows both to leave, but unfortunately they arrive in a completely new world. The two voyagers are now confident in their ability to learn and are ready to face new challenges.

Lore – game world

The player enters real-world elements (the forest), steps into a fantastic dimension (the tent) and arrives in real-world again (new world). The game offers immersive experiences with realistic elements to create a double bound between the player and the characters. The game world develops mostly inside the tent, which is the realm of knowledge for the protagonist.

Characters

Protagonist(s)

- Dor'El



Dor'El is a traveller from distant lands, whose main occupation is... burglary. He cannot escape the tent unless he passes the test. Yet, meeting the old man in the tent and hearing he is illiterate will change his attitude about self-development. On the other hand, he is bound to go through the test if he wishes to escape and not share the old man's fate. Freedom means beginning a new life for him and his new companion, this time built on knowledge and judgement.

Antagonist(s)

- **Book of Knowledge**



The book is the omniscient character in the tent and is invited to reveal its secrets to Dor'El. The game creator used human characteristics for non-human elements, as the book becomes animated and eager to show its ancestral knowledge (e.g. "The book vibrates under his caress, the pages become blurry and the words take form"). Dor'El must prove that he is willing to gain knowledge. The book's attitude towards illiterate people is ironic, as the goal is to make visitors enjoy books and start reading.

Companion(s)

- **Old man**



A character who realizes at an old age that he should have learnt how to read a long time ago. Yet, it is never too late for self-improvement. He treats Dor'El like a father, advising him to cherish books (e.g. "Treat the books with all due respect") but, at the same time, is very strict and direct. Although he spent a lot of time in the tent, he accepts his fate with resignation. The image of the old man and his younger companion at the end of the game continues to impress the player even after the GAME IS OVER.

Gameplay

Gameplay 1: Knowledge quest

Description

The protagonist, Dor'El, arrives in a forest with the obvious wish to cover his tracks. He is an experienced burglar... Yet, once inside a timeless tent where he enters to take shelter from the rain, an old man guides him towards the achievement of his knowledge: a liberation test which he must pass in order to escape this time loop.

At the end of this experience, the hero and his new companion – an illiterate man who wishes to continue his studies – continue their quest for knowledge in another world.

Pedagogical impact

The main objective of the game is to test wh-questions and relative pronouns.

Besides this grammar categories, students face many **idiomatic expressions** and **rhymes** which help enrich their vocabulary.

IDIOMATIC EXPRESSIONS	TRANSLATION
To rain cats and dogs	
To leave a mark on	
To make out	
To walk out the door	
To find a way around something	
To fall asleep	
To take form	
To get rid of	
To walk out the door	
To find a way around something	
To fall asleep	
To have no idea	

Rhymes

If you don't know your way, you'll never get away!

A tent! One should be content!

A place of rest... in this moisty quest!

Dor'El is the name, travelling's my game!

I am the key to setting you free.

Book: If to leave is your desire, you must take your spirit higher.

Slower minds shall stay behind.

Are you ready for the test, or maybe you want to rest?

20 answers you must give and freedom you shall receive.

Informative note: 'Ever heard of **Hotel California**?' 'All I heard before entering this place were **the eagles**.'

The conversation between the characters points to a **cultural hint**: 'Hotel California' is well-known song played by The Eagles. The famous line in the chorus is 'you can check out any time you like, but you can never leave' highlights the fact that whoever steps inside, shall never leave unless proving solid knowledge.

Gameplay 2: Knowledge test

Description

Dor'El goes back to the book on the table, asking it to reveal its secrets. The book starts speaking words of wisdom, saying that it holds the key to freedom: 'If to leave is your desire, you must take your spirit higher'. In other words, one should not

know everything, but have the willingness to improve constantly. The young man is told that he should **answer a set of 20 questions** to leave this place. The player is bound to 4 mistakes out of 20 questions. Each question appears on the screen after Left click or Enter.

Pedagogical impact

The students can solve the **LIBERATION TEST** while playing the game, as a separate part of the game or as a downloadable test. If the teacher needs to give marks, a marking scheme should be previously realised.

Recommendations for **DYS-students**: they can run the test in the game or, if necessary, the pdf document can be increased and/or printed to match their needs.



LIBERATION TEST

1. Fill in the blanks with the correct word:

..... **opened the door?**

how	who	whose
-----	-----	-------

2. Fill in the blanks with the correct word:

..... **will he stay?**

were	who	where
------	-----	-------

3. Fill in the blanks with the correct question word:

..... **do you want to do now?**

what	what's	where
------	--------	-------

4. Fill in the blanks with the correct word:

..... **dress do you like: the red one or the black one?**

witch	the red one!	which
-------	--------------	-------

5. Choose the right question for the highlighted phrase:

He passed his driving test two days ago.

What did he pass two days ago?	Where did he pass two days ago?	When did he pass his driving test?
--------------------------------	---------------------------------	------------------------------------

6. Choose the correct word:

..... **cat is this?**

hose	whose	who's
------	-------	-------

7. Find the correct word:

..... **did you meet at the party?**

what	which	whom
------	-------	------

8. Use the right word to fill in the blanks:

what's	where's	who's
--------	---------	-------

..... **your nationality?**

9. Fill in the blanks with the correct word:

how many	how much	All of it!
----------	----------	------------

..... **money do you need?**

10. Which word of the options given in brackets is not possible?

Bring me the dictionary (which / that / who) is on that shelf.

11. Which word of the options given in brackets is not possible?

The shoes (which / that / who) I bought were very comfortable.

12. Which word of the options given in brackets is not possible?

Macy is the girl (which / that / who) hopes to win the big prize.

13. Which word of the options given in brackets is not possible?

The house (which / that / who) is being built belongs to my nephew.

14. Which word of the options given in brackets is not possible?

There is somebody (which / that / who) wants to talk to you.

15. Which word of the options given in brackets is not possible?

Do you know anyone (which / that / who) can speak Chinese?

16. Which word of the options given in brackets is not possible?

He is the reporter (which / that / who) was kidnapped last week.

17. Fill in the blanks with the correct question word:

..... **did you do that?**

what	whom	why
------	------	-----

18. Match the answer with the correct question:

When does the plane leave?	How much time have we got?	What's the time?
----------------------------	----------------------------	------------------

Only 10 minutes.

19. Choose the correct answer:

..... days a week do you train?

how often	how many	how much
-----------	----------	----------

20. Choose wisely:

Are you ready to face the world out there?

Yes	No	Absolutely!
-----	----	-------------

Answers:

1. who	11. who
2. where	12. which
3. what	13. who
4. which	14. which
5. What did he pass two days ago?	15. which
6. whose	16. which
7. whom	17. why
8. what's	18. How much time have we got?
9. how much	19. how many
10. which	20. Absolutely



Roadmap and solutions

Level 1: In the forest

The sign post nearby, informing about the fact that knowledge is very important if passers-by approach. No use to wander around, as there is nothing else to discover. You don't need any collectibles in this game.

Level 2: In the tent

Visiting the book on the table before talking to the old man will show blank pages. At the end of their conversation, Dor'El revisits the book which becomes animated and teaches him about the proper attitude for the test.

- At the end of the conversation, the player should pay attention to the message of the old man's scroll: **Treat the books with all due respect.** He will have to revisit the book of knowledge for the test.
- If there are 4 wrong answers, players will start the game from the beginning. There is no time limit for the test.

Level 3: A new beginning

The two men leave the tent together, Dor'El promising the old man to teach him how to read. They do not recognize the new modern world. What can they do? Nevertheless, they have all the teachings and knowledge they need to be able to discover new things.

Question to students: **What do you need to survive if you arrive in a completely unknown place?** (debate)

Sources:

RPG Maker MV



**Co-funded by
the European Union**

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

Learn more about D-ESL at: <https://www.d-esl.eu>