

Particle

Where to find the game

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

Hosting the game sessions

Accessibility

English level

B1-B2

Accessibility features

Controls: mouse, keyboard arrows, ESC, touch input.

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.

Advice for specific student profiles

The game does not encourage emotional or physical hindrance; yet, there is a little reference to visual deficiency in informal speech communication (e.g. 'colour blindness').

Classroom organisation

Duration

Game duration: 20-30 minutes

The game can be played either in the classroom or at home, having the **Player guide** near to search for hints, if need be.

Single-player mode

Solo

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

In Group

Students can be organised in **groups of 2-3 members** to enjoy the game together with one player per group. Players can switch places so that each group member controls a game level, for example.

Multiplayer mode

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

Remote Play

Play as homework

Once the idiomatic expressions are explained and the grammar categories drilled on, the students can enjoy the experience of homework play.

Briefing

Pedagogical requirements

The B1-B2 students have to cope with the game narrative which is based on **real-life discourse** and **informal communication**. The targeted grammar topic is, nonetheless, the **ARTICLE** and its forms: definite, indefinite, zero, which they need to reinforce. There is also a focus on all the three **time axes** (present, past and future). Knowing tenses very well makes the difference between levels in English, and students can apply better to all **language skills**.

Explanations to give before playing

The players are informed they are going to revise **theoretical and practical elements of the article** in English through video game playing. They should also know that the narrative function is based on **colloquial expressions** depicted from day-to-day life.

Emotional security and other warnings

Students should not feel menaced in any way by the characters' linguistic or behavioural instances in the game, as the game was only designed for learning and entertainment.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

The game does not offer scoring, but the students will feel rewarded after completing the test and finishing the game.

Lesson plan using the in-game content learned

A lot of activities based on all learning skills – **reading, listening, speaking, writing** – can be used in pedagogical activities designed by teachers:

ARTICLE class activities: fill in the blanks, role-playing, art-based learning activities, gamified tests, newspaper and article reading, self-study worksheets etc.

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

The game levels promote activities based on **grammar and vocabulary categories** which are presented in detail below. Students are exposed to all tenses while meeting communicative situations in daily instances.

The game

Context and story

Plot

Lucius decides to visit the temple in order to perfect his knowledge, this time focusing on the ARTICLE. Unfortunately, this piece of information written on a parchment was scattered by the wind. The two halves of the document refer to the definite and indefinite article. Lucius and Guidance, the fairy, have little time to recollect the zero article wandering through the forest for clues. The achievement test takes place on a subterranean river, where he will be able to surmount the obstacles after offering correct answers to the river's fairy. On the surface, Lucius witnesses the true identity of the wise man and his beloved one.

Lore – game world

“Particle” is a fantasy role-playing game with one protagonist who is looking for personal knowledge, being involved in both combat and adventure. The player, a priest named Lucius, assumes the role of the protagonist and gains new competences and skills.

Characters

Protagonist

- **Lucius**



Lucius is a self-taught priest with healing powers who wishes to perfect his education. He wants to accomplish his status by extracting ancient information from the floating temple. His personality is revealed during his quest for knowledge: a considerate person, kind and thoughtful, but quick-witted and ironic when his interlocutors question his intelligence. His naïve feature is revealed at the end of his adventure, as he accidentally discovers the dissimulated intentions of two important characters in the game.

Antagonist

- **River fairy**



The river fairy appears as soon as Lucius arrives in the underground world. She is very moody and distant, launching mean comments when the answers received are not correct, but congratulatory words when the answers are properly given. She is a fair assessor of Lucius' knowledge based on the **three forms of the article (definite, indefinite and zero)** and sends him away immediately after accomplishing the 10-question test.

Other characters

- **Wise man (John Guidance)**



The wise man at the temple, also called "an elder" by Lucius, is a secluded man of judgement and longevity, who seems to have the key to all the answers. He has a cyclic appearance, marking the beginning and the end of Lucius' training, when his double-faced personality emerges.

- **The forest fairy (Joanna Guidance)**



The talkative fairy is very interested in helping Lucius (financial considerations) achieve his goals and instructs him in his forest tasks regarding the ARTICLE. She even admits she has a “goldfish memory”, another deceiving technique to cover the fact that the Guidance family has a subsidiary affair at the temple.

Repetition is the key to learning is her strong advice to Lucius. Joanna proves a great teacher, as she patiently instructs him in the facets of the article.

Companion(s)

- **None**

Gameplay

Gameplay 1: Knowledge quest

Description

The game's protagonist comes to the temple with a clear goal, that of perfecting his knowledge, the ARTICLE offering him a complete training based on knowledge. Therefore, he indulges in theoretical courses offered by the forest fairy, who teaches him the uses of the article in different forms. The trainee will have to pass the river fairy's final test under a 10-question evaluation activity.

Pedagogical impact

Categories revised in the game:

- Article (definite, indefinite, zero)
- Tenses
- Idioms
- Lexical items

The **Player's guide** offers plenty of examples of the grammar and vocabulary categories the students are going to assimilate during the game. The main learning objective is to reinforce **theoretical and practical uses of the article** in English, while diving into **informal communicative constructions** which students encounter in different real-life based situations in the form of idiomatic expressions, linguistic clichés, spontaneous conversation, play on words etc.

Examples: to set things straight, to keep a sharp eye on, to make someone's acquaintance (idiomatic expressions); step inside and die with pride (rhyme); .

Gameplay 2: Combat

Description

The game does not concentrate on offensive events, as its main purpose is to offer scientific insight. There are only two battles, both occurring in the forest, against a bat and a slime.

Pedagogical impact

Combats offer tenses pertaining to the semantic field of fighting (e.g. emerges, attacks, casts, heals etc.) used in simple forms, and basic vocabulary (e.g. bat, slime, magic) which does not 'hinder' the students at B1-B2 levels.

Roadmap and solutions

Level 1: The floating temple

Lucius lands at the temple of knowledge. After talking to the wise man, the temple door opens and he is invited to enter the forest in order to enlarge his knowledge.

Level 2: A wise forest

Guidance, the forest fairy, helps Lucius to find the scattered pieces of the parchment and gather information on the ARTICLE. He must visit the chest (indefinite article), the hole which must be filled with the rotten carrots (definite article) and listen to the fairy explaining the zero article.

Level 3: The world beneath

The player goes down to the underground river in order to pass the water fairy's test based on article forms. The player does not have a limited number of trials, but must face the water fairy's critical comments whenever a wrong answer is chosen.

Level 4: Back to the temple

The player finds about the wise man (John) and the forest fairy (Joanna) having a love affair and running the temple business together. Lucius admits having been deceived by the innocence of the two characters and promises to keep the secret. Practically, the game finishes when the player departs from the temple, **content with his achievements.**

Sources:

RPG Maker MV



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