D-ESL

Pedagogical sequence/Introductory sheet

Quest for the Lost Beacon

Where to find the game

https://d-esl.itch.io/quest-for-the-lost-beacon

Hosting the game sessions

Accessibility

English level

A2-A2+

Accessibility features

The game can be played by using a keyboard, touch or mouse

Advice for specific student profiles

The game contains tasks related with colours that may be challenging to colour blind students.

Classroom organisation

Duration

10 - 15 minutes.

Single-player mode

Solo

It is advisable to play alone but if students have any need of help then they can work in pairs (on one device) and help each other.

In Group

Students can play in groups (on one device) and help each other with the tasks.

Multiplayer mode

The game cannot be played in multiplayer mode.

Remote Play

Play as homework

If the game is played as homework, students can write down any unknown words and bring them back to class the next day so they can review them with the teacher.

Briefing

Pedagogical requirements

Students should know just some basic words and phrases.

Explanations to give before playing

Instructions are given in-game

Emotional security and other warnings

No warnings

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

There is no final score of how the players performed at the end of the game, but they have to understand the story and what is asked of them in order to win the game.

Lesson plan using the in-game content learned

Grammar practice.

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

Students can write down unknown words and review them after finishing the game, they can give a short description of the places they visited (e.g. the shop, the forest, the cave…), they can talk about how they would feel on a similar magical island.

The game

Context and story

Plot

The young players embark on a quest to locate the legendary "Language Beacon", that the thieves have stolen and hid inside the dragon's cave.

Lore – game world

Emig Island is a magical place where learning English is not only fun, but it is also filled with adventure.

Characters

Protagonist

- **Eon**

Eon is a young, enthusiastic mage who is known for his charismatic and friendly personality. He has long, brown hair and bright blue eyes, and always has a smile on his face.

Antagonist

- **Gramm**

Gramm the Red Dragon is a large, red creature with scales that shimmer in the light. Gramm stands at over 15 meters tall, he is the guardian of the Language Beacon, a magical heirloom that holds the power to bless anyone with the ability to speak and understand any language.

Companion(s)

- **Iris**

A young woman with blue earrings that helps the player find the path to the cave. She gives vocabulary related questions.

- **Shopkeeper**

The first character you encounter in the game is the shopkeeper, he helps you find Iris, if you answer his spelling related questions.
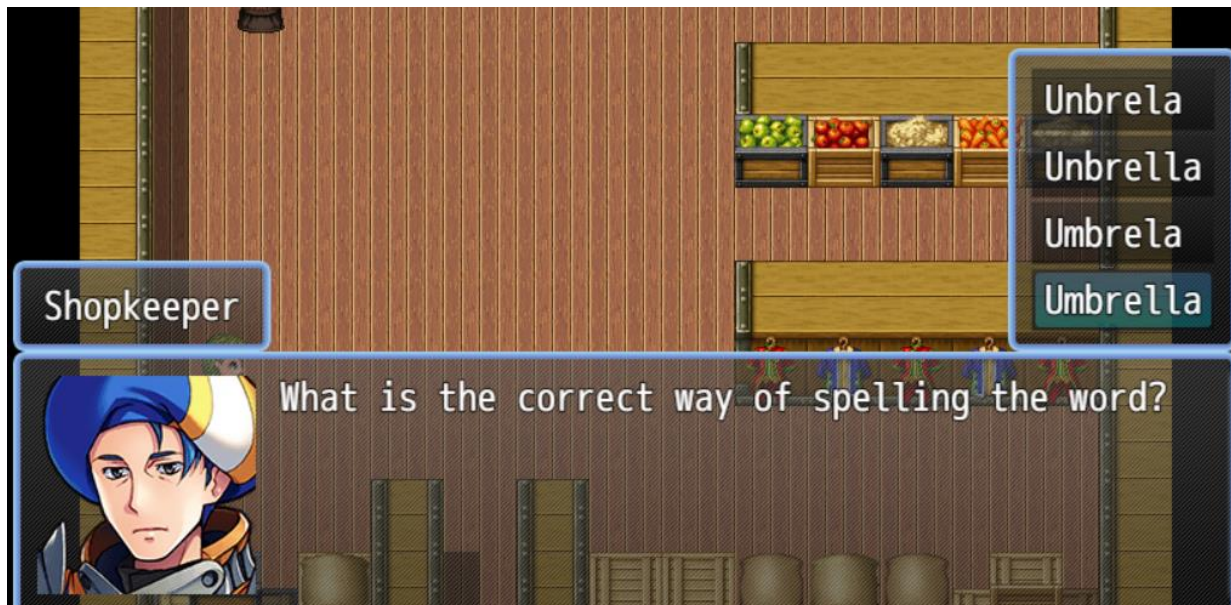
- **Rolan**

Rolan is the last character you meet, he tells you where to find the dragon's cave. He also helps you activate the beacon at the end of the game.
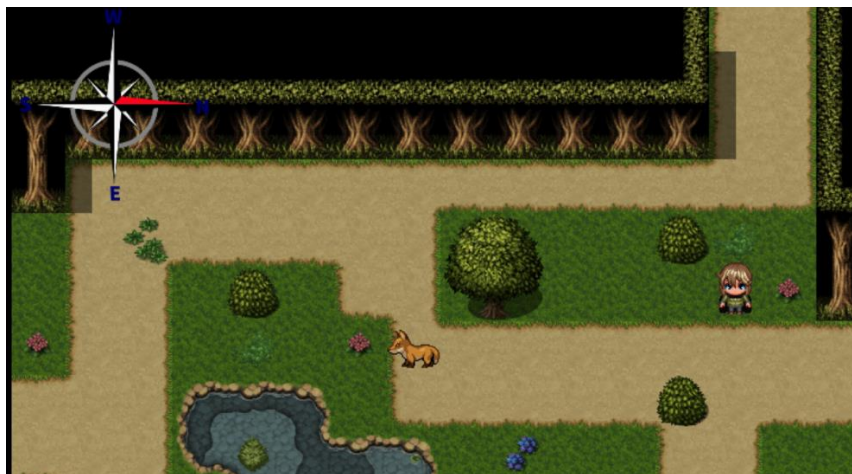
Gameplay

Gameplay 1: Point and click

Description

The player points to the correct answers.

Gameplay 2: Exploration

The player explores different parts of the island by following certain directions.

Gameplay 3: Combat

Near the end of the game the player will have to enter a battle against the dragon in order to find the beacon in the cave

Pedagogical impact

Fun language learning tasks, memorization and vocabulary tasks

Roadmap and solutions

Refer to the Player Guide file for the full walk through.

Sources:

RPG Maker MZ

https://www.anyrgb.com/en-clipart-puona

https://forums.rpgmakerweb.com/index.php?threads/marus-mv-bits.46811/

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