



LING 194: Beyond Duolingo: Digital Games for Language Learning

Summer Session B | MTW 9-10:20 AM PDT

Instructor: ALBERT VENTAYOL-BOADA (he/him)

In this course students will explore the theory and practice of game-based language learning. The group class will work collaboratively to create a game prototype using Godot, a free and open-source game engine based on Python. Through the class project, students will explore and evaluate the linguistic, pedagogical, and computational aspects that make up the development of digital games for language learning. By the end of the course students will be able to acquire foundational skills in programming while applying knowledge from their majors to different aspects of instructional gaming, such as designing the graphics, crafting the game narrative, or setting up the language tasks.

Apply for \$1,000 scholarship

LING prereq waived

For more details, please email the instructor at aventayolboada@ucsb.edu