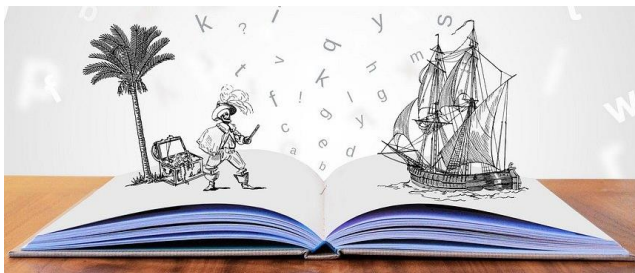


ECGBL 2022

16th European Conference on Games Based Learning
6-7 October 2022, Lusófona University, Lisbon Portugal

Mini Track on Literacy Development with Game Based Learning

Mini Track Chair: Stina Thunberg, Luleå University of Technology, Sweden



Literacy skills will always be some of the most important things we will learn or teach. The basic nature of understanding and being able to communicate via text is as important today as it has ever been. The connections between games and literacy development are well described in theory (Gee, Gee & Hayes). However, there is a lack of research of whether literacy development took place and if it did, how do we frame this theoretically.

Another issue is the range of approaches to games in education. What educational game approaches are most likely to stimulate literacy development, and in what perspectives?

This mini-track welcomes a broad perspective of literacy concerning both reading and writing skills as well as engagement. The aim of this mini track is to generate an academic discussion on different ways of studying and enhancing literacy development through games, both analogue and digital ones.

Suggested topics include but are not limited to:

- Different approaches to the use of commercial games in the classroom to stimulate literacy development
- How game elements or games designs can stimulate different aspects of literacy.
- Informal learning environments, studies of literacy development in out-of-school game settings.
- Theoretical frameworks to study literacy development in game settings
- How to design an educational game or a teaching design using games-based learning of gamification to enable literacy development.
- Teachers and teacher students experience of games and literacy
- Case studies of successful games for literacy development.



Stina Thunberg is a PhD-student, teacher, and a developer at AchTech Learning Lab at Luleå University of Technology, Luleå, Sweden. Her work is focusing on games and literacy in L1 and L2 for K-12 and teacher education. Her thesis explores gamification in literature education and for spoken game-based reading. Game based reading is about making a game out of traditional reading of printed fiction books using the narrative of the novel.

Submission details

In the first instance a 300 word abstract is required, to be received by **16 March 2022**. Submissions must be made using the online submission form at

<https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email: stina.thunberg@ltu.se

See more about ECGBL 2022 at <https://www.academic-conferences.org/conferences/ecgbl/>