

Teacher Gamers: Incorporating videogames into ELA contexts

Call for Participants - Canada

Research Team

Dr. Christian Ehret and Emily Mannard, *McGill University* (Canada)

Dr. Jen Aggleton, *The Open University* (United Kingdom)

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Project Overview

We're currently seeking a small team of four practicing English Language Arts educators willing to participate in an international study taking place across Canada, the UK and UAE.

Participants will be asked to:

- Complete two informal audio-recorded interviews with Canadian primary investigators Ehret and Mannard
- Attend 7, 1-hour-long study sessions (described below)
- Incorporate a story-based videogame into classroom teaching with students during the upcoming 2022-2023 academic year

Study Session Description

Study sessions (6 virtual, 1 in person at McGill University) will take place from September 2022 to April 2023. They will be led by Ehret and Mannard, and organized according to the following topics:

1. Discussing existing scholarship on using videogames for literacy learning (*virtual*).
2. Discussing practicalities and pedagogies for using videogames in the classroom (*virtual*).
3. Identifying suitable story-based videogames for participants' classroom use (*in person*).
4. Introducing research methods/developing participants' designs for individual classroom videogame play (*virtual*).
5. Finalizing participants' designs for individual classroom videogame play (*virtual*).

Participants will begin to undertake their classroom play with students.

6. Sharing ongoing experiences and troubleshooting (*virtual*).
7. Joining participants from all countries to discuss findings, share practice, and make links across projects (*virtual*).

Those interested in participating can complete this [Google Form](#), or reach out to the Canadian research team: christian.ehret@mcgill.ca OR emily.mannard@mail.mcgill.ca