



THE OHIO STATE
UNIVERSITY

CENTER FOR LANGUAGES,
LITERATURES AND CULTURES

CLLC PEDAGOGY ADVANCEMENT SERIES WORKSHOP

Level Up: Harnessing Narrative Videogames for Interactive Teaching in the Language Classroom

by Eric Johnson, Associated Faculty in the
Department of French & Italian

Commercial off-the-shelf (COTS) video games offer rich, multimodal environments for second language acquisition, yet integrating them into the language classroom often presents logistical challenges around equipment, student tech-literacy, and individualized gameplay.

This interactive presentation introduces a whole-class model for digital game-based language learning (DGBLL) that would allow instructors to avoid such challenges.

**Tuesday, October 20th,
3:00 pm | Hagerty Hall 046**

[cllc.osu.edu/events/
cllc-pedagogy-
advancement-
series-workshop-
au26](https://cllc.osu.edu/events/cllc-pedagogy-advancement-series-workshop-au26)

