

LE FRANCOPASS







Using Gamification to Immerse French Learners in the Francophone Community

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Conclusion & Future Developments

Conclusion:

- FP can positively contribute to the teaching and learning of French language and culture (Cavanagh et al., 2020).
- Its success depends greatly on the involvement of instructors and community partners.
- Instructors acknowledged the benefits of FP and recommended that the app be part of the regular classwork.
- FP is now technically viable and has almost 450 users to date.
- For the FP to reach its full potential, all stakeholders will have to play their part.

Future developments

- A new funded research project in collaboration with a local school board is under way to investigate the benefits of FP as a tool of professional development for French immersion and FSL teachers.
- Workshops on FP will be made available to teachers through the Alberta French Language Consortium (AFLEC)
- We hope to deploy the FP in French Immersion programs and Francophone schools throughout Edmonton, and beyond (Rao et al., 2021)

Background

- Language learners are often reluctant to practice their second language outside the classroom for a variety of reasons (e.g., they are not comfortable enough, lack information, etc.).
- With 86,705 Francophones, Alberta is one of the fastest-growing French-speaking communities in Canada. Edmonton offers a wide range of French-speaking activities throughout the year.
- Ample research has demonstrated that practising a language in authentic and immersive settings has countless benefits.
 - To encourage students to practice French outside the classroom, the Department of Modern Languages & Cultural Studies (MLCS) and Campus Saint Jean (CSJ) launched in 2012 a first version of Le Francopass as a downloadable pdf social passeport. However, there were limitations with the paper format.

Le Francopass Web App (FP)

- As an improvement to the paper version, a beta version of FP was developed in the summer of 2019 using *Django* high-level Python Web framework. New features have been added over time (e.g., bilingual interface).
- FP is based on the SU perks application developed by Computing Science students to encourage participation in Students' Union-led events.
- FP uses various gaming strategies to motivate students to attend French-speaking events on campus and in the local francophone community. Gamification has been used successfully in the area of second language teaching and learning (cf., Reinhardt 2019).

Users can:









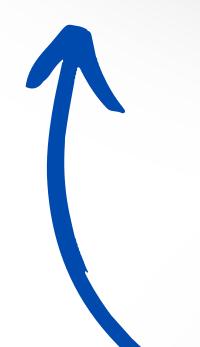


• FP relies on a network of French community partners (e.g., Alliance française of Edmonton, FRAP-PASE, and L'Unithéâtre) who use the app to advertise their events and contribute with donations.





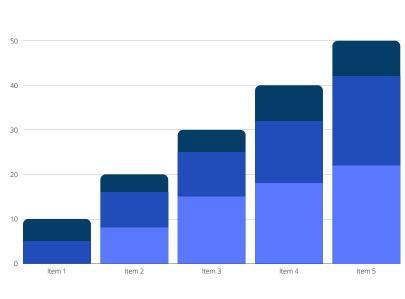


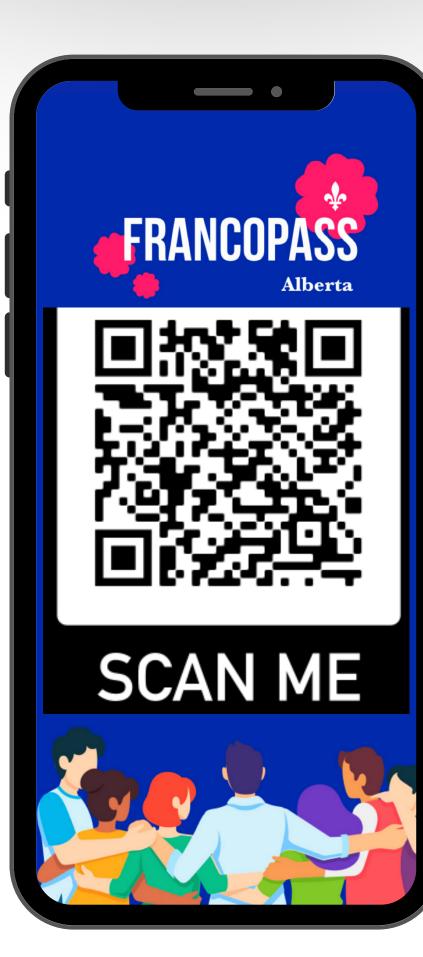


Results

The results are those of the small-scale test as the large-scale test had to be cancelled due to the COVID 19:

- Students who attended French immersion programs and Francophone were less engaged with FP than French learners.
- Most students reported that:
- o attending events increased their motivation to learn French.
- their perception of the French community had increased.
- their knowledge of francophone culture had improved. responded positively to the gamification component.
- o indicated that they would recommend FP to their peers (Ashley et al. p. 246-7).





1. Scan the QR code and sign up; 2. Look up for "Affiche FP" in the Events list; 3. Click on "scan QR code" and scroll down 4. Enter the code:

FPpOstEr



Research Hypotheses & Methods

Some research hypotheses:

- 1.FP can increase users' motivation to learn about French language and culture.
- 2. FP can improve users' perception of the French community.
- 3. FP can increase users' perceived competence in French.
- 4. Gamification features (e.g., the leaderboard) makes FP appealing to users.

Methods:

- 1. The research was divided into a small-scale (September-December 2019) and a large-scale (January 2020-) test.
- a.The small-scale test included a limited number of students from the Department of MLCS and CSJ (Education), and allowed us to fix technical issues.
- b. The large-scale test was open to any UofA students with an interest for French language and culture.
- 2. Pre- and post-trial questionnaires were administered to participants before and after they used FP to determine qualitative changes.
- 3. Participants included UofA students and instructors (mostly from MLCS and CSJ).

References

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Acknowledgments

We would like to thank Marissa Snihur and Ashley Herman for their invaluable contribution as well as our dedicated research assistants Bashair Alibrahim, Marie Eymery, and Amber Peters.