Abstract: This session will describe how a virtual reality game, Trace Effects, was conceptualized and created as an ELT tool. The online and DVD-based game is supplemented with language practice exercises and supplemental games within the game itself, plus graphic novels and teacher resources. The game and material are designed for teacher use in the classroom as well as individual student use. Trace Effects was created as a partnership between the US Department of State for project funding, University of Oregon and Ohio University for linguistic and teaching content, and The SuperGroup for the game itself.

Biography: Deborah Healey is a TESOL Board member. She has been teaching English as a Second or Foreign Language since 1976 and using computer technology in teaching since 1984. She has published and presented extensively in the area of computer-assisted language learning. She is a co-author and primary editor of TESOL Technology Standards: Description, Implementation, and Integration and of TESOL Technology Standards: Framework Document; and she has chapters on learner autonomy and software/Internet resources for language teaching in CALL Environments. She was the head of the linguist/scriptwriting team for Trace Effects, a new computer game for English language learners. She has given workshops most recently in Serbia, Croatia, Egypt, Malaysia, Qatar, Bahrain, Colombia, Uruguay, Dominican Republic, Costa Rica, Morocco, Thailand, Palestine, and Tunisia. She teaches online and face-to-face classes at the University of Oregon's American English Institute/Department of Linguistics. Her Ph.D. is in Computers in Education.

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