

Language Detective Educators' Manual

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Introduction

Welcome to the Language Detective Educator's Manual, a comprehensive guide designed to equip educators with the tools and strategies to optimize the Language Detective app experience for learners. This manual serves as a roadmap for using this innovative gamified learning platform.

Within these pages, you'll find detailed information on a range of essential topics. From the rationale behind using Language Detective to pre-game preparations, language levels, and age-appropriate considerations. Learn how to navigate technical requirements, and the intricacies of game modes and cases, and discover effective ways to support students throughout their gaming experience.

Additionally, this manual provides valuable insights into post-game activities, like independent language exercises, ensuring a well-rounded experience. While emphasizing student safety and well-being, this manual includes a disclaimer, addressing potential sensitive content.

Unlock the full potential of Language Detective to engage and empower your game session participants in a captivating language-learning adventure.

Note that this is only a manual for organizing a game session in a controlled environment. For information on how download, configure, and play the game, seek out our [Language Detective Player Handbook](#).

Why use Language Detective?

The Language Detective app is a transformative tool for educators, revolutionizing traditional teaching methods by introducing gamified learning across diverse educational settings. It fosters critical thinking, problem-solving, and collaboration, catering to various skill levels and learning styles.

Beyond language acquisition, this app nurtures critical soft skills like reading comprehension, effective communication, and deductive reasoning. Immersive narratives and interactive challenges strengthen understanding and analytical skills, transferable beyond language learning.

Educators find in this app a revitalizing tool for lesson plans and workshops, engaging learners and communication in multilingual environments. Its adaptability tailors experiences to diverse learner needs, amplifying engagement across settings like forums or training courses.

In essence, the Language Detective app sparks a passion for learning while fortifying linguistic abilities and problem-solving skills. Embrace this tool to empower learners and educators, cultivating adept language detectives and agile critical thinkers equipped for the challenges of the future.

Pre-game preparations (1/4)

The pre-game preparations section offers insights for educators and game masters on how to prepare for using the app effectively in different environments.

The Language Detective app offers versatile applications that cater to various settings, fostering engaging soft-skills training and language learning experiences across diverse scenarios. Typical use cases are:

- **Youth Camps** (or other semi-formal gathering)
 - Great tool for integration and meet-up
 - Allows participants to recognize the strengths and weaknesses of others
 - Allows grouping multilingual players, helping break language barriers among participants.
- **Classroom Learning** (or other educational setting)
 - Gameplay may not take up even half of the lesson
 - Multiple groups can play the app simultaneously, competing for the best score
 - Encourages teamwork and language practice in a fun way.
- **Informal or Family Gatherings**
 - Can provide a fun time for a group of friends
 - Language learning activities can be ignored
 - Encourages friendly competition, even between team members

Pre-game preparations (2/4)

Language levels & Age groups

Language Detective can be played by players of all language proficiencies (as long as they have some proficiency in Polish, German, or English) and is recommended for players aged 13 or older. Here's a breakdown of the available difficulty levels:

Easy Difficulty

- Allows focus on soft skills and the narrative.
- Choose your native language (or one you are most familiar with) for both case content and exercises.
- Recommended for youngest players.
- Suggested for those with no foreign language proficiency.

Medium Difficulty

- Allows training soft skills and practicing a different language while understanding the story easily.
- Choose your native language for case content, and a different language for exercises.
- Recommended for players of all ages.
- Suggested for A1-B1 levels of language proficiency.

Hard Difficulty

- Most of the gameplay focuses on language practice.
- Choose a non-native language in all instances.
- Recommended for young adults or older players.
- Suggested for B2+ level of language proficiency.

Pre-game preparations (3/4)

Technical requirements

- **Operating System:** Compatible with iOS 11.0 or later, Android 7.0 or later.
- **Memory Space:** Requires at least 250 MB of available storage space (350 MB is recommended).
- **Processor:** Works optimally on devices with a 1.8 GHz or higher processor.
- **Internet Connectivity:** A stable internet connection for initial download, updates, and playing is required.

Preparation for Gameplay:

- **Download or Update:** We recommend acquiring the application beforehand to avoid waiting times and overloading the network.
- **Charge Mobile Device:** Ensure your device is sufficiently charged before starting the game to avoid interruptions.
- **Backup Powerbanks:** Consider having backup power sources, such as power banks, in case of extended gameplay or when a power outlet isn't available.
- **Horizontal Orientation:** Make sure you can position your device horizontally for the whole session.

These steps will help ensure a smooth and uninterrupted experience while playing Language Detective on your mobile device.

Pre-game preparations (4/4)

Choosing game mode & case

For new players, we suggest beginning with the Tutorial Case in Casual Mode for a solo play. It gives all the game details in under 5 minutes.

In a formal setup with multiple groups, it's best to pick the same case. The order doesn't matter, and we encourage players to chat about their preferences based on brief case descriptions. One gameplay session should mean playing a single case, and then comparing the outcomes, or going over the language exercises again.

There are two game modes to choose from, and picking the right one is vital for a great experience that aligns with the planned gameplay session:

- **Casual Mode** - offers a relaxed, time-free investigation experience. Ideal for flexible play, it suits those preferring a leisurely, untimed approach to solving cases. Recommended for less formal gatherings and for a smaller number of groups.
- **Timed Mode** - perfect for those with limited game time or seeking structured sessions, like in a classroom setting, this mode enforces time limits for the entire case. Tailored for synchronized finishes among groups, each session spans 15-30 minutes.

Mid-game player support (1/7)

As an educator, supervisor, or caretaker overseeing multiple groups, your role is pivotal in enhancing the gameplay experience. While you won't be playing directly (unless there is a participant without a partner) your focus is on fostering collaboration among team members and maintaining a supportive atmosphere. Your primary objectives include:

Cultivating Cooperation: Encourage effective communication and collaboration within each team. Emphasize the value of shared insights and diverse perspectives in solving the intricate criminal case.

Goal Reminder: Remind players to stay aligned with the case objectives. Your guidance ensures that teams remain on track and derive the most from the experience.

Facilitating a Friendly Environment: Create a positive and engaging atmosphere. This helps players concentrate on unraveling the complexities of the case without unnecessary stress, fostering a conducive learning environment.

Your role as a supervisor is instrumental in making Language Detective a rewarding adventure for participants. With your guidance, teams can navigate challenges, work cohesively, and get valuable insights from the problem-solving aspects of the game. Enjoy facilitating this unique and immersive experience!

Mid-game player support (2/7)

Narrative hints

*The following section contains **SPOILERS** for Language Detective cases. It is designed to provide necessary insider knowledge to educators and supervisors so that they can help players if they are stuck, start getting frustrated with their lack of progress, or feel overwhelmed with the amount of information they need to process. Read it only after you have played the game yourself, or you have no intention of solving the criminal cases on your own.*

On the following pages, there are solutions for all cases included in the game (with the exception of the tutorial case). They are the explanations to final report questions, which the players themselves will see when evaluating each other answers in the report phase. Those explanations provide detailed information concerning the case objectives. The solutions are presented in the following order:

- [Black Swan Theft](#) - 11
- [From Sydney, With Love](#) - 12
- [Patrons and Bartenders](#) - 13
- [Toy Soldiers](#) - 14
- [Retro Gaming](#) - 15

Mid-game player support (3/7)

Black Swan Theft

Who stole the documents from Mr Miller's hotel room?

- Documents were stolen by Martha Gabriel, Robert Miller's wife.

How did the thief get access to Mr Miller's room?

- The thief - Martha Gabriel - posed as hotel staff. She used to be an actress, who often played the role of a maid. She knew the PIN combination to her husband's room. It was an important date in Mr Miller's life - their daughter's birthday.

Who is responsible for planning the theft?

- The theft was planned by both Filip Strauss and Martha Gabriel. They worked together, as they are more than just friends.

Why were the documents stolen?

- Martha Gabriel and Filip Strauss stole the documents to delay the merger between Star Company and Multi-Investments. Martha Gabriel is the owner of Star Company, but Robert Miller was fully authorized to make the deal, and he wanted to do it behind her estranged wife's back. However, Robert Miller was being helped by Filip Strauss, the CFO of Star Company, who was close with Martha Gabriel, and thus let her know about the deal in order to protect her.

Why did Robert Miller want to sell Star Company?

- He wanted to liquidate his wife's company, and finalize their divorce, as he knew he will not only lose custody of their daughter, but would also be removed as the CEO of Star Company, and probably replaced by Filip Strauss. By selling the company, he would have at least gotten half of its value in the divorce agreement. So he planned to make this deal as fast as possible before the divorce proceedings were finalized.

Mid-game player support (4/7)

From Sydney, With Love

Who wanted Cordell Beresford dead?

- The victim's cousin, Percival Hammermeister, wanted him dead.

Which action of the killer led to Mr Beresford's death?

- Cordell drank poisoned coffee at his cousin's house.

What was the killer's motive?

- Percival Hammermeister has always wanted to lead Vestal Communications and his cousin's bad business decisions made him take drastic measures.

What was the murder weapon exactly?

- The poison used was thallium.

What was the reason for the harassment of the Beresford family?

- Percival Hammermeister wanted to intimidate his cousin to make him believe he needs to prepare a will.

Mid-game player support (5/7)

Patrons and Bartenders

Why did the suspect give a drug to Pavel?

- Suzin wanted to draw the attention of the police to the Patrons' activity.

From whom did Pavel receive an unknown drug?

- He got the drug from Mikhail Vladimirovich Suzin.

What did the suspect want to achieve?

- He wanted to take over the deal with a foreign dealer and base his new gang upon it.

Which gang is more influential in the city?

- The Patrons gang holds more influence in the city.

Mid-game player support (6/7)

Toy Soldiers

Who kidnapped Jesper?

- Jesper was kidnapped by a criminal organization, pretending to be a legit company, Quetzal Deliveries.

Why was Jesper targeted?

- He was the criminals' only lead to Risa, a girl who escaped them.

Who was Jesper secretly involved with in the past?

- He was a minor member of the Bartenders gang.

What secret did Jesper's kidnappers try to protect?

- They were in the process of establishing a human trafficking operation within the city.

Mid-game player support (7/7)

Retro Gaming

Who organized the abduction?

- The abduction was organized by José Arkadio Morales himself.

What was the kidnapper's motive?

- Mr Morales wanted to increase his popularity and force the club's management to send him to the World Championships.

Who helped the kidnapper?

- The kidnapper collaborated with the Patrons gang.

How did the kidnapper pay for organizing the abduction?

- He paid in cryptocurrency.

Post-game activities (1/8)

Following a Language Detective session, post-game activities are crucial for reinforcing learning and understanding the gameplay outcomes. Firstly, within individual teams, a score comparison could unveil differing results among players. This comparison initiates a valuable discussion on why scores varied, encouraging participants to exchange their understandings of the case and identify strengths and areas needing improvement. It fosters collaboration and mutual learning among team members.

Additionally, comparing scores between different teams determines the most successful detectives based on their cumulative performance. The team with the highest score showcases their proficiency in both case-solving and language comprehension.

Moreover, educators can review language learning exercises collectively with all participants. This review serves multiple purposes: confirming the correct understanding of exercises, clarifying misconceptions, and aiding participants who faced challenges. It enables educators to provide additional context and explanations, ensuring a deeper grasp of language concepts and reinforcing learning beyond the gameplay experience.

Post-game activities (2/8)

Language exercises

In the Language Detective app, language learning exercises are more than just challenges—they're integral to the gameplay experience. These exercises serve a dual purpose: enhancing language skills and contributing bonus score points when solved during the game. Their interactive nature and connection to the narrative engage players in a dynamic learning process.

Moreover, these exercises are accessible from the main menu after gameplay, offering an excellent resource for educators. This feature enables instructors to revisit exercises, provide further context, and assist learners in comprehending errors, making it a valuable tool for language education beyond the gameplay experience.

On the following pages there are solutions to exercises found in the following cases:

- [Black Swan Theft](#) - 18
- [From Sydney, With Love](#) - 20
- [Patrons and Bartenders](#) - 22

Post-game activities (3/8)

Black Swan Theft Exercises

The Black Swan Hotel: Investigate the crime scene

Put the words in the order in which they are mentioned in the crime scene description.

1. documents
2. laptop
3. briefcase
4. wall safe
5. trash cans

The Black Swan Hotel: Watch security footage

Match the correct time to the words.

- 19.30 - seven thirty
- 23.45 - quarter to midnight
- 6.50 - ten to seven
- 12.30 - half past twelve
- 4.15 - quarter past four
- 14.10 - ten past two

Post-game activities (4/8)

Black Swan Theft Exercises

Star Company: Ask about the stolen documents

Match the numbers.

- 523 - Five hundred twenty-three
- 62 - Sixty-two.
- 1238 - One thousand two hundred thirty-eight
- 26 - Twenty-six
- 2183 - Two thousand one hundred eighty-three
- 432 - Four hundred thirty-two

Star Company: Ask about Robert Miller

Fill in the correct question word for each question.

- **WHAT** was your relationship with Robert Miller?
- **WHY** did you meet him last week?
- **WHEN** did you sign the deal?
- **WHO** did he sign the deal with?
- **HOW** did he feel last week?

Post-game activities (5/8)

From Sydney, With Love Exercises

Vestal Communications: Talk to the employees

Fill in the correct question word for each question.

- **WHEN** was the last time you saw your husband?
- **WHAT** happened last week?
- **WHO** did you have a meeting with?
- **WHY** was he anxious?
- **HOW** was his health?
- **WHERE / WHY** were the windows broken?

Notary Office: Ask about Cordell Beresford and his meeting yesterday

Match the correct family member to the description.

- He is my mother's brother: **UNCLE**.
- She is my father's mother: **GRANDMOTHER**.
- She is my father's sister: **AUNT**.
- He is my grandmother's only son: **FATHER**.
- He is my aunt's father: **GRANDFATHER**.

Post-game activities (6/8)

From Sydney, With Love Exercises

Crime Lab: Consult the forensics team about the test results

Match the substances with the element from the periodic table.

- oxygen: O
- sodium: Na
- hydrogen: H
- lead: Pb
- carbon: C
- thallium: Tl
- cadmium: Cd

The Crash Site: Investigate the car

Match the correct syllables to form car part names.

- windscreen
- bumper
- window
- pedal
- engine

Post-game activities (7/8)

Patrons and Bartenders Exercises

Crime Lab: Report from toxicology department

Match the substances with the element from the periodic table.

- oxygen: O
- sodium: Na
- hydrogen: H
- lead: Pb
- carbon: C
- gold: Au

St. Brigitte's Hospital: Visit the victims

Match the words to create correct items of clothing.

- denim jacket
- baseball cap
- mini skirt
- sew-on badges
- platform boots
- cargo pants
- wool sweater
- silk scarf

Post-game activities (8/8)

Patrons and Bartenders Exercises

Disco Compass: Have a look at the dancehalls

Match the correct verbs to the activity.

- dance on the dancefloor
- order a drink at the bar
- talk to your friends
- get ready at home
- catch a bus to the club
- meet someone new

Shop Bookworm: Look closely at the picture frame

Match the correct book genre with the description.

- **Romance:** This book tells a love story.
- **Thriller:** This book is about crime.
- **Biography:** This book is about someone's life.
- **Fantasy:** This book tells an imaginative story
- **Reference:** This book gives a lot of information.
- **Graphic novel:** This book is mostly pictures.
- **Science Fiction:** This book is set in the future.

Safety Disclaimer

Dear Educators and Supervisors,

Language Detective is an educational app featuring intriguing mystery-solving cases involving themes like murder, poisoning, kidnapping, and theft. These elements are integral to the storyline but are presented in a manner that prioritizes intellectual challenge and problem-solving over sensationalism.

We want to assure you that Language Detective does not contain any disturbing imagery or graphic descriptions of gore. Our content is created with the intent to provide an intellectually stimulating and safe environment for most individuals aged 13 or older.

As educators and supervisors, we recommend familiarizing yourself with the case content beforehand to ensure it aligns with the comfort level and maturity of your students or participants. This proactive approach allows you to facilitate discussions, offer guidance, and ensure a positive and constructive experience for everyone involved.

Best regards,

Language Detective Project Team

Project Information

Project Title: Language Detective – Interaction-Based Language Learning

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Language Detective is a K2 action Erasmus+ project. It focuses on developing soft skills and enhancing language learning methodologies through innovative approaches. The project integrates technology, gamification, and collaborative learning strategies to improve language acquisition among participants. Language Detective is aimed at fostering cultural understanding, skill development, and multilingualism through engaging and interactive platforms. These initiatives aim to address contemporary challenges in youth integration and language education while promoting cross-cultural exchanges and cooperation among participating institutions and learners across Europe. The project was developed by the following organizations:

- Stowarzyszenie Mistrzów Gry Tempus (Poland)
- Ingenious Knowledge (Germany)
- Goethe-Institut (UK branch)
- IZI School (Malta)

Website: <https://languagedetective.eduproject.eu/>

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