



University
of Victoria

Graduate Studies

Notice of the Final Oral Examination
for the Degree of Master of Arts

of

BERNADETTE PERRY

BA (University of Victoria, 2012)

“*Explorez: l'apprentissage du français langue seconde (FL2) basé sur la quête et la réalité augmentée*”

Department of French

Monday, April 20, 2015

10:00AM

MacLaurin Building

Room D109

Supervisory Committee:

Dr. Catherine Caws, Department of French, University of Victoria (Supervisor)

Dr. Catherine Leger, Department of French, UVic (Member)

External Examiner:

Dr. Daniela Damian, Department of Computer Science, UVic

Chair of Oral Examination:

Dr. Michael Nowlin, Department of English, UVic

Abstract

Across the globe, over 3 billion hours a week are devoted to gaming, and with the ubiquitous presence of mobile technologies, gaming is now also mobile. A well-developed video game will keep a player enthralled for hours on end. What if educators could engage learners the way video games engage players? This research explores gamification as a means to motivate and engage second-language learners. Gamification uses game-based mechanics, and game thinking to engage people, motivate action, and promote learning. We investigate the limits and advantages of quest-based learning and augmented reality to assess the potential of a new mobile learning tool *Explorez*. In order to bridge the gap between gaming and education, *Explorez* was created for first-year University French students the University of Victoria, B.C. Using GPS, *Explorez* transforms the campus into a virtual francophone world, where students interact with characters, items, and media as they improve their French language skills and discover their campus.