Spawn 2.0 — Att spela sig till läsning

Engl. transl.: Spawn 2.0 – Learning to read through playing

# Details

## Year

Not reported

## Scope

Other

## Countries

Sweden

## Type

Other

## Children Ages

Other

## Other Childrens Age Group

Approx. 13-16 years old

## URL

https://www.nok.se/titlar/akademisk-psykologi/litteraturdidaktik/

# Goals

Studies have shown pupils' reading skills to be in decline. In this chapter we present a tested game design aimed at developing pupils' reading skills and enjoyment when it comes to classic works in literature. The design is aimed for older pupils and includes game elements such as avatars, tasks, interactivity, and experience points. In the project, literacy researchers collaborated with visualization researchers, teachers, and students. Based on the Design-Based Research approach, the game design has been tested in real-life teaching conditions with the goal of developing a digital learning platform capable of being fed with different content related to literature teaching. Tentative results show the game design's avatars, tasks, and experience points to have potential in teaching uses, while the interactivity dimensions needs further research. (https://www.researchgate.net/publication/346081537\_Spawn\_20\_-\_Att\_spela\_sig\_till\_lasning; trans. by Coder)