

# Digital Dialogue Games (DDGs): *Cross-institutional implementation and evaluation of digital dialogue games for inclusive and personalised learning*

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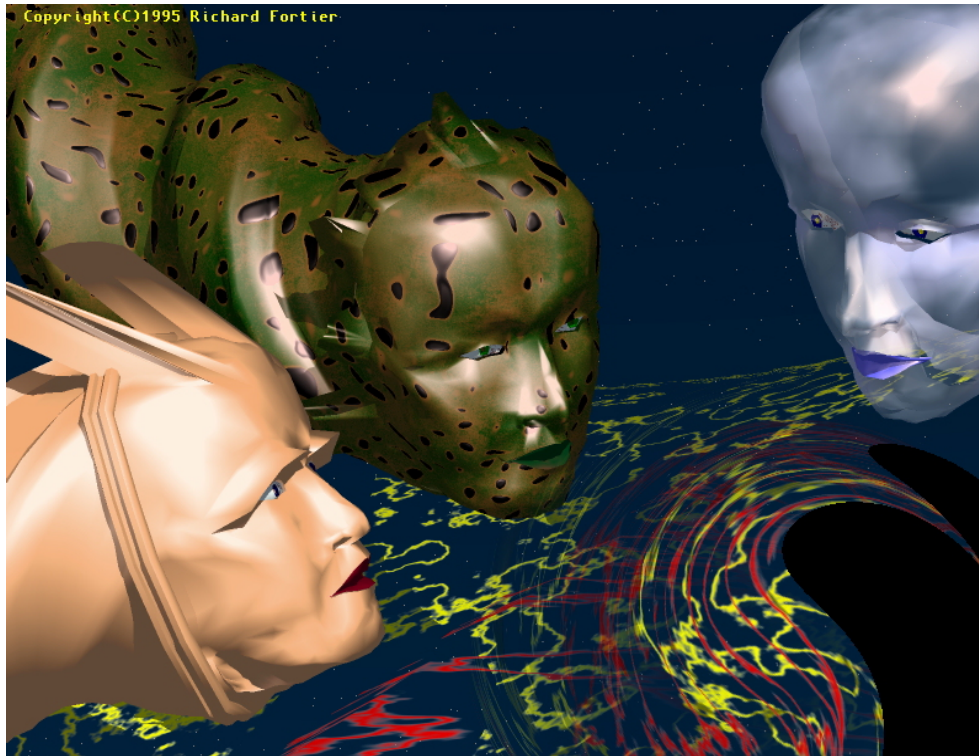
# Why bother? The problem



- Promoting development of dialogical and reasoning skills for thinking and thinking together
- Problems of limited participation & superficial interaction because of emotional and 'skill' barriers
- Want *deep* dialogical learning
  - empowering and inclusive
  - engaging, meaningful and 'transformative' interactions
  - improve knowledge, skills and practices



# Digital dialogue games



- *Scaffold* particular forms of dialogue (e.g. argumentation) for particular educational purposes (e.g. development of reasoning skills)
- Provide a *safe* space of debate through and about new (or old) media
- *Game design structures interaction*, engaging and promotes desirable features whilst discouraging undesirable ones

# What? Digital dialogue games for learning

“Reasoned multimedia dialogues for learning purposes (e.g. critical discussion, exploratory dialogue, creative thinking) specified as highly engaging rule-based interactions through and about new (or old) media”

[www.interloc.org](http://www.interloc.org)



# How do it? InterLoc tool: CDR-DG

The screenshot shows the InterLoc software interface. The main window has a menu bar with 'File', 'Edit', and 'Export'. Below the menu bar is a toolbar with navigation arrows. The left sidebar is titled 'Select Activity' and contains a tree view of activities, including 'Formative Assessment Discussion', 'Readings for the discussion', 'Reading Task: http://inte', 'Discussion Task: Formative', 'Summary Task: Feedback o', 'Export', and 'Resources in Activity'. The 'Conversation Display' pane on the right shows a list of messages and a selected message from William: **William argues that "if you are going to grade or mark a piece of work, you are wasting your time writing careful diagnostic comments". How should teachers present feedback to students?**

The messages in the conversation display are:

- 3) Jacob: I agree because...a pupil will go straight to the mark and will just take part in ego-involvement
- 11) Alex: I disagree because...it is not necessarily a waste of time, however I do think better methods should be used
- 13) Jacob: Can you say more on that?...please Alex enlighten us
- 18) Alex: I read that...the use of comments alone when marking work is more beneficial to the pupil, however there is nbo evidence as such to suggest that pupils suffer from having their work graded

A 'Reply' dialog box is open over the message from Alex. It has a title bar 'Reply' and a menu bar with 'Inform', 'Question', 'Challenge', 'Reason', 'Agree', and 'Maintain'. The dialog box contains a list of openers: 'Why is it?...', 'What do you mean when you say?...', 'Where did you read that?...', and 'Please give a reason...'. It also has a section for 'You are replying to:' with the text 'I read that...the use of comments alone when marking work is more beneficial to the pupil, however there is nbo evidence as such to suggest that pupils suffer from having'. Below this is a text input field with the placeholder text 'Where did you read that?...' and 'Send' and 'Cancel' buttons.

# This project

*...from locally organised dialogue games to pervasive dialogue games*

- Considerably improve the DDG approach and InterLoc tool
  - From JAVA-client to web-client (& still Jabber messaging)
  - Integration (institutional and personalised tools)
  - mobile features (via MediaBoard)
- Perform exemplary implementations of advanced tool
  - courses in partner organisations
- Embed in partner institutions and support wider take-up
  - linking with central services and via InterLoc web-site

# Success?

*...Students, tutors and others using and adopting DDGs and InterLoc as an ambient and yet integrated technology*

- integrated with institutional and personalised systems
- adopted by (5) exemplar courses and (5) central services

*...Researchers using InterLoc as a workbench for studying dialogical learning*

*...InterLoc community supported through the website*



## More information

Research theme:

Learning interaction and dialogue design

<http://www.londonmet.ac.uk/ltri/research/interaction.htm>

Digital Dialogue Game projects:

<http://www.jisc.ac.uk/>

<http://www.interloc.org/>

Contact & papers etc.:

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