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User guide for *Loading Story*

https://store.steampowered.com/app/1721980/Loading_Story/

UPSKILLS Domain Cluster:

- Organisational
- Research-oriented
- Transversal

Target Audience:

Undergraduate students taking linguistics & language-related courses

Requirements:

No specific requirements

Gaming Experience:

Low-Intermediate

Skills Targeted:

- Ability to understand different local contexts
- Ability to localise content in accordance with cultural differences
- Processing information critically
- Problem-solving skills
- Communication skills

Learning Outcomes:

Upon completion of game play, the students are expected to:

- Have understood the game dialogue and completed the game
- Completed the mini games, and proceeded through the game

Introduction (for academics & lecturers):

This is an extremely short game based on dialogue. The character is a girl living inside a computer having the role of loading games. The goal of this adventure game is that of having the player walk around the virtual game space, interact with the other characters, and play simple games. There are no quizzes or puzzles associated to this game and its strength is in the dialogue it offers.

Pre-Game Briefing:

This is a short adventure game about a character that is trapped inside a computer space. The goal of the character is that of loading computer games. However there are a number of requests that you might have to ignore to be able to proceed. The scope of the game is that of following the fast paced dialogue and act in the best way possible to proceed in the game.

Game de-Briefing (post-play):

- What are your overall thoughts about this game? Does the language flow adequately?
- What does the dialogue do for the game? What would the game be like without the dialogue?
- How does the style of language affect the game pace?

Conclusion (for academics & lecturers):

The following are a list of questions which you can make use of to evaluate the use of this game as part of your UPSKILLS course curriculum. You can use a journal to keep track of your answers.

- Do you think that this game might be useful for language courses?
- Do you believe that this game can be used to stimulate some creative skills in students?