The Muggle at Hogwarts

This escape game was created on Genial.ly, a platform that allows anyone to create interactive presentations, infographics, quizzes and other content. It was made by a teacher for his English class and was built around the universe of Harry Potter.

Particularities

The game starts with some storytelling: The player is a muggle who needs to prepare for their year at Hogwarts. They will click on different elements to access a message, a clue, an item, etc. When placing a mouse on an item, a description or hint will sometimes appear. The game gives players an experience as a muggle going to Ron's house, then to Gringotts where they must answer a quiz to access their money. Then, they go to Diagon Alley and buy themselves school supplies such as a backpack, a wand, a broom, an owl, books, etc.

The riddles in each shop require some level of previous knowledge on Harry Potter in English and errors will send players back to the Diagon Alley. The final tasks requires the player to answer a quiz based on all the clues they've found. If they make a mistake, their memory is wiped by a dementor and they go back to the beginning of the game. If they win, they get a train ticket to Hogwarts.

The dialogues are useful to learn the vocabulary and most common sentences to go shopping but are a bit quick to disappear and can be a bit difficult to read. The use of characters makes the game lively and the author kept his scenario consistent with the Harry Potter universe.

Why is it relevant to teach languages

• **Scenario and atmosphere**: Basing a game on a book or movie that all students have seen in the target language can be very efficient and help in creating the scenario and atmosphere of the game. Most of the enigmas in this game were not language-oriented, but more about the universe of Harry Potter.

• **Adaptability to pedagogical goals**: The enigmas will depend on the teacher's goals. If they want the game to be a test on the reading or listening comprehension of a chapter of the book or extract of the movie, it can contain specific questions on the story, rather than on grammar or vocabulary. If the objective is more grammar oriented, they could for instance go to the potion store and buy some ingredients needed to create the Present Simple, such as: routine, habits, general truths, and repetitions.

• **Distance learning and immersion**: As genial.ly allows to create some level of animation, it can make the experience very enjoyable. Using it for distance learning is therefore a great way to keep the students engaged and motivated. Adding an optional background music and storytelling aspects will also increase the immersion.

Reference

Quesne, C. (2019). The Muggle at Hogwarts (game designed by Gerald Pearce). [online] Escape n' Games. Available at: https://www.cquesne-escapegame.com/the-muggle-at-hogwarts [Accessed 24 Feb. 2021].