

Gamifying Croatian Web Dictionary



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About Mrežnik



- project financed by the Institute of Croatian Language and Linguistics and supported by the Croatian Science Foundation

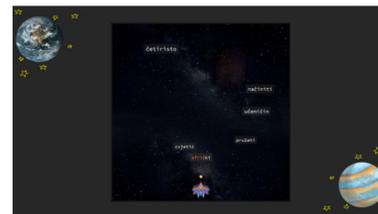


- first Croatian corpus-based and web-born dictionary
- has three modules: the module for adult native speakers of Croatian, the module for elementary school children and the module for foreigners learning Croatian

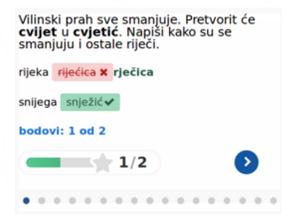
<http://ihjj.hr/mreznik/>

Dictionary games

- games for learning spelling



Type the word



Fill in the blanks

- games for learning grammar



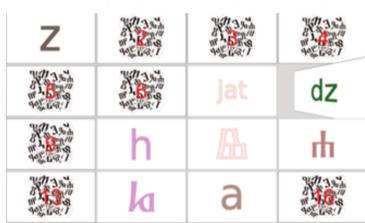
Classification of verb forms



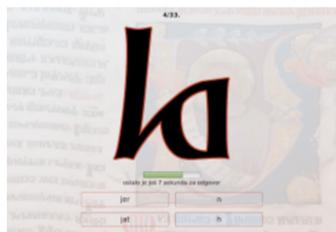
Quiz with common language mistakes

- games for learning ancient and special alphabets

glagolitic games



memory game



quiz for guessing letters

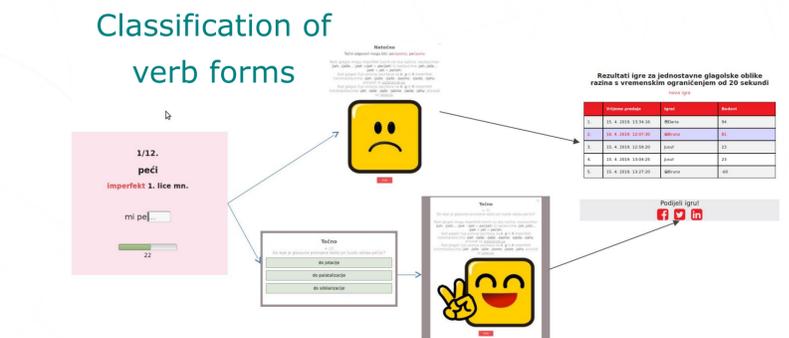
games for learning Braille and sign language



fill in the blanks

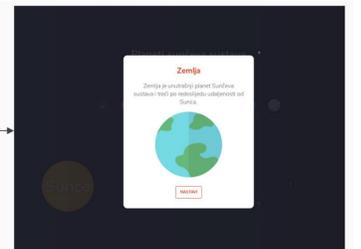


quiz for guessing letters



Enter verb forms

- games for learning word meanings



drag and drop games for learning and categorizing animals, food, plants, trees, etc.



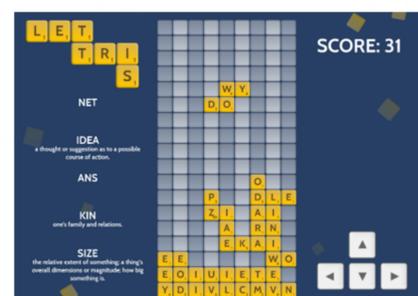
quizzes where players can learn words and their definitions



Testing the efficiency of games

- games will be tested on students who learn Croatian as a foreign language at the language center for learning Croatian
- two groups of students (an experimental and a control group) will write the same test after the experimental group has been exposed to the gamified content
- results and variance will be calculated with a repeated measure ANOVA in Excel.

- games for finding words



Tetris where the player matches words



find words in falling blocks