Overview on Modern Serious Games for Regional and Minority Languages Promotion

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Abstract

© 2017 IEEE. the article presents the analysis of gamification software for the minority languages promotion. Gamification is a concept of using videogame aspects that invoke pupil's motivation and interest in the educational software. The aim of the paper is to provide an overview on the current situation with the modern software that can be used to teach regional or minority languages. Gamification software can be considered as a pioneering means ad hoc. The results of this analysis provide information that will allow to conclude, whether development of new type of gamification software for regional and minority languages promotion is necessary.

Keywords

Gamification, Minority Languages, Regional Languages, Software

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