

Cross-Cultural Perspectives in Vocabulary Building and Creative Language Learning: A Game Approach in Teaching Greek

1. Dr Vassiliki Bouki, 2. Dr Maria Theodosopoulou, 3. Dr Vana Theodosopoulou
1. University of Westminster, London, UK, 2. Richmond, American University London, UK, 3. Researcher

INTRODUCTION

'The limits of my language mean the limits of my world.' Ludwig Wittgenstein.

Vocabulary is a main component in language learning (1, 2), as it helps people understand what others say and write and produce their own speech (oral and written), express emotions and ideas to communicate with others in social settings, academic purposes and workplace, enjoy cultural products of the target language, e.g. songs, poems (Figure A).

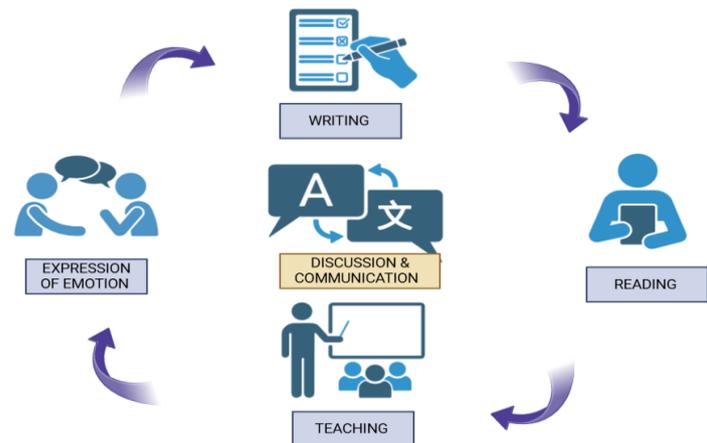


Figure A - Schematic describing the interplay of language use modalities. Original diagram. Created in <https://BioRender.com>

METHODS

Although we do not see vocabulary as an isolated part of language learning; our project aims at teaching vocabulary with a combination of bespoke and dictionary meaning of words according to the level of language fluency variation of contexts of use of vocabulary, exposing the breadth of meanings, motivating interest through immediate feedback and games repeated exposure of vocabulary in different contexts and opportunities to practice (Figure B). Building upon the Zolotas initiative (3) of using Greek words to speak English (4), we aim at using these Greek words as a starting point for exploration of their meaning in usage and empowering learners to explore the cultural connections and understand their evolution through the ages.



Figure B - Schematic describing Game Based Learning Approach to Greek Language. Original diagram. Created in <https://BioRender.com>

PROPOSALS

Our work focuses on highlighting the linguistic web in which a word appears, giving the most common transactional uses of vocabulary but also showing its wide existence in the time axis and formulaic sequences, integrating: (Figure C a,b).

- Greek idioms, proverbs and folktales
- Literature abstracts and poems
- Historical use in ancient Greek phrases and Elliniki koine, as used in religious texts
- Introducing Virtual Vocabulary Camps for immersive and interactive use of language with other students and teacher guidance.



Figure Cb - Word Cloud of Learning Game Based Approach. Original diagram.

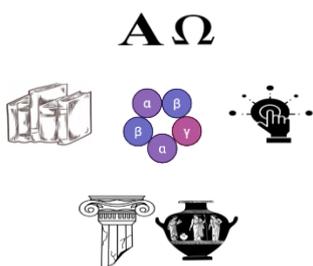


Figure Ca - Schematic showing the integrated features of Greek Language and Influences incorporated in the learning-based approach. Original diagram.

CONCLUSIONS

Our perception of the world and interaction with people is mediated by language. Engagement through digital tools, such as games, and culturally rich materials, vocabulary acquisition in Modern Greek becomes culturally-based, meaningful and immersive. By adopting a multifaceted approach learners' scaffold upon the Greek words used in English language, learn vocabulary's evolution and are empowered to move beyond memorisation and toward a deeper understanding of the language.

REFERENCES:

- [1] Lessard-Clouston, M. and Farrell, T. (n.d.). *Teaching English Language Teacher Development Series*. [online] Available at: https://www.edwardtesol.com/uploads/2/6/5/8/26581579/teaching_v_g_01_teaching_vocabulary.pdf.
 [2] Paradia, M. (n.d.). *Vocabulary as part of language teaching in the Greek educational system: Historical review and contemporary reality*. [online] Available at: <https://core.ac.uk/download/pdf/14946231.pdf>
 [3] Zolotas, X. (1957) Remarks at the Joint Closing Session of the IMF <https://www.bankofgreece.gr/RelatedDocuments/Zolotas%201957.pdf>
 [4] Peraki, M., Vougiouklaki, C. (2015). How has Greek Influenced the English Language? <https://www.britishecouncil.org/voices-magazine/how-has-greek-influenced-english-language>