



Projektprofil

Digital Poetry Escape Room

Projektbeschreibung

“Poetry is for everyone, and at its core, it is all about connection and collaboration”, claims Amanda Gorman (2018), the youngest inaugural poet. Yet, a Bavarian year nine did not feel much connection to poetry, which is why this school-university collaboration through the *UNI-Klasse* was initiated, in the hope of sparking more motivation among the pupils. To this end, the two lecturers designed a digital poetry escape room, which was conducted in the classroom of this specific year nine and then evaluated by some pre-service teachers of the seminar *Theorie & Praxis*. This procedure was necessary because of organisational constraints and could not include pre-service teachers in the planning phase, which would have been more desirable.

Produkte und Ergebnisse

The Digital Poetry Escape Room was designed with Mebis. Mebis is a government-approved platform for schools. Consequently, it is ubiquitous in Bavaria, and every teacher/learner can access it with an account. Furthermore, data protection standards are secured, and no extra permission from parents is needed. Another benefit is its resemblance to Moodle, the university-based online platform, allowing for easy import from one platform to the other and close collaboration between the two communities of practice.

Theoretische Hintergründe

So far, there is only scant research on breakout games for language learning (Bradford *et al.* 2021), which offer a motivating environment through cooperation and can be integrated into digital teaching.



This *UNI-Klasse* project makes the following attempts to alter the students' preconceptions of poetry, gathered at the beginning. First, a change in skills and material is employed by focusing on audiovisual media instead of the usual and often disliked (close) reading of poetry. Second, performance poetry (e.g. spoken word) as a modern form of poetry is presented, taken from formats students are familiar with (e.g. America's Got Talent). Third, they are performed by people their age (e.g. Amanda Gorman) and address contemporary issues students can relate to. Fourth, various digital, interactive tools are employed, which provide scaffolding, differentiation and motivation. Fifth, cooperation (within groups) and competition (between groups) are combined.

Literatur & Materialien

- Bradford, C.C., Brown, V., El Houari, M., Trakis, J. M., Weber, J. A., & Buendgens-Kosten, J. (2021). English Escape! Using breakout games in the intermediate to advanced EFL classroom. *Ludic Language Pedagogy*, 3, 1-20.
- Gorman, A. (2018, 11). Using your voice is a political choice. *TED Conferences*. https://www.ted.com/talks/amanda_gorman_using_your_voice_is_a_political_choice?utm_campaign=tedsread&utm_medium=referral&utm_source=tedcomshare

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