Sangmin-Michelle Lee (Ph.D., Pennsylvania State University) will discuss the use of digital games to promote student creativity and motivation in an English as a Foreign Language (EFL) class. While creativity has been highlighted as a core competency, and garnered interest in many fields, creativity and creative writing are rarely cultivated in EFL writing classrooms.

Dr. Lee will frame her work based on two empirical studies. One study investigates the use of a murder mystery game as a prompt for students to use the target language in a meaningful way. Another study examines college students’ creation of gamified digital stories in a location-based augmented reality app.

Dr. Lee is a Professor of English Education in the School of Global Communication at Kyung Hee University, South Korea. In Spring 2019, she is a visiting scholar at the Center for Language & Technology.

Space is limited, so please RSVP by registering at:
https://forms.gle/m1ToTThvUaL17N518
https://clt.manoa.hawaii.edu/demos-discussions