



Cambridge University Language Centre

App Competition Guidelines

The Competition

This is a competition for pupils to devise and create a languages app (for smartphone, computer or web) for a clearly defined target market with a sport/Olympics theme. It is aimed at pupils of any age who already have a keen interest in app/computer programming.

The winning school will receive a CULP4SC course for a maximum of 20 pupils in a choice of 6 languages (French, German, Spanish, Italian, Mandarin, Arabic). For more information on CULP4SC see

<http://www.langcen.cam.ac.uk/com/community.php?c=1>

Introducing the Project

Please advertise the competition throughout your school. If your school has a Computer Club, you might like to present this guide to the organisers. Otherwise you might like to get a Language Assistant or your Language Leaders to help organise a meeting to introduce the competition to interested pupils. Here are some suggestions for introducing the topic:

- 1) Question: What is your favourite computer game/app?
- 2) Brainstorm in groups what makes a good board game
- 3) Brainstorm in groups what makes a good computer game/app
- 4) Use the opportunity to consolidate Sport vocabulary (for list of Olympic

Things to think about when creating your language game:

What makes a good language computer game/app?

- Target audience
 - age
Think about the age of the players - this will affect how simple or detailed it is. If your game is for young children you will need it to be simple, fun and educational. If it's for adults you might want to make it more complicated.
 - level of language
 - language
- Theme
 - Will you create a languages game or a learning app of some kind?
 - Will it be a one-player or multi-player game?
 - If it's multi-player will it be turn-based on the same device/screen or even on different devices over Bluetooth/internet.
 - Will your game require some skill, like Angry Birds or will there be a puzzle or challenge element?

- Will it be a language-based computer version of a well-known board game or card game?
- Will your app be an action or adventure game, a puzzle against the clock, or other players, or a racing game? Might it be a simulation game?

Whatever you go for, use your imagination to make it fun and exciting!

- Remember the overall theme of your game has to be sport/Olympics-related (NB the Olympics logo is copyright and therefore may not be used in the competition).

- Rules

Think about the rules and general directions of your language game. Try to keep the rules as simple as possible. Here are some things to think about:

- What is the aim of your game?
- How do the winners win?
- How many players can play (minimum and maximum)
- Is the game educational, just for enjoyment, or a mixture of both?
- What will the game screen(s) look like?

- Are characters needed for your game? Beware of copyright - have fun creating your own characters.
- What makes a good language computer game/app?

Getting started:

- Form a group of 2-6 people. Try and ensure that your team is comprised of people with creative, programming, linguistic and artistic skills, as your project will benefit from input of a mixture of skills.
- Decide what platform you are making your app for (iPhone, Android, another smartphone, web or desktop).
- Sketch out a plan of how your app will work. This will help you to see whether you need more or less detail. Don't forget to make a clearly defined beginning and end.
- Draw out what each screen will look like and plan everything out well on paper first before you dive into the programming.
- Remember to make your app as bright and fun as possible to attract players and make them want to play your game.
- Work out the rules for your language game in your chosen language. Make sure the rules are fair and clear. You want your game to be as enjoyable as possible.

- Think about having an intro screen for players to view rules, high score table (if relevant) and perhaps language selection...
- Will your game include music and/or sound effects? Make sure there are no copyright issues - or include someone with musical skills in your group to compose something specially for your game.
- Test, test and test again!

Some tips:

- Remember it is good practice to design as thoroughly as possible before starting to program.
- Ask around to find out what your family and friends think makes a good game.
- Make sure your game looks as professional as possible.
- Keep the rules as simple as possible.
- Make sure there is an obvious winner (if relevant)
- Make sure you don't infringe copyright - have fun creating everything yourselves.

Some links/resources to help you:

There are 26 sports and 38 events in the Olympic Games:



Archery



Athletics



Badminton



Basketball



Beach Volleyball



Boxing



Canoe Slalom



Canoe Sprint



Cycling – BMX



Cycling – Mountain
Bike



Cycling – Road



Cycling – Track



Diving



Equestrian –
Dressage



Equestrian –
Eventing



Equestrian –
Jumping

:



Fencing



Football



Gymnastics –
Artistic



Gymnastics –
Rhythmic



Gymnastics –
Trampoline



Handball



Hockey



Judo



Modern Pentathlon



Rowing



Sailing



Shooting



Swimming



Synchronised
Swimming



Table Tennis



Taekwondo



Tennis



Triathlon



Volleyball



Water Polo



Weightlifting



Wrestling

For more details go to: <http://www.london2012.com/sport>

For a French football version of Snakes & Ladders from Arsenal Double Club see the next page. Maybe you could make an interactive app version?

How the competition works:

- Points will be awarded for use of the target language in the app and the amount of target language that it will require from the player(s).
- Routes into Languages East will work together with the winning team(s) to produce the app for mass distribution.
- Film your game in action and email it to jb519@cam.ac.uk or send it to Jackie Bow, Cambridge University Language Centre, Downing Place, Cambridge, CB2 3EL
- The deadline is 30th June, 2012.

Appendix 1: Snakes & Ladders

DOUBLE CLUB: GERMAN



SCARVES AND LADDERS

41 Wer ist dein Lieblingspieler in der Arsenal-Mannschaft, und warum?	40 Was ist das?	39 	38 Nenne einen deutschen Spieler, der in Großbritannien spielt ...	37 	36 Was heißt 'penalty' auf Deutsch?
29 Was heißt 'football boots' auf Deutsch?	30 	31 Auf welcher Position spielt E. Adebayor?	32 	34 Wo liegt Hamburg? (im Norden / Süden / Osten / Westen?)	35 Aus welchem Land kommt C. Fabregas?
28 fünf + neun =?	27 	25 	24 	23 	22 Was ist das?
14 In welchen Farben spielt Arsenal?	16 	17 Was ist das?	18 	19 Wo liegt dieses berühmte Stadion?	20 Wo liegt Berlin? (im Norden / Süden / Osten / Westen?)
13 	11 	10 	9 Was heißt 'striker' auf Deutsch?	8 Was heißt 'striker' auf Deutsch?	7 In welcher Stadt spielt Hertha BSC?
2 Was heißt 'referee' auf Deutsch?	3 eins + vier =?	4 	6 	6 	6 

TOP!

ANPFIFF!

Double Club: German

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SCARVES AND LADDERS – GERMAN ANSWERS



2. Was heißt 'referee' auf Deutsch? - der Schiedsrichter
3. eins + vier =? - fünf
5. Auf welcher Position spielt M. Almunia? - er ist Torwart
7. In welcher Stadt spielt Hertha BSC?
8. Was heißt 'striker' auf Deutsch? - der Stürmer
14. In welchen Farben spielt Arsenal? - rot und weiß
17. Was ist das? - eine kurze Hose
19. Wo liegt dieses berühmte Stadion? - in München
20. Wo liegt Berlin? - Im Osten
22. Was ist das? - eine Kappe
28. fünf + neun = vierzehn
29. Was heißt 'football boots' auf Deutsch? - die Fußballschuhe
32. Auf welcher Position spielt E. Adebayor? - er ist Stürmer
34. Wo liegt Hamburg? - Im Norden
35. Aus welchem land kommt C.Fabregas? - aus Spanien
36. Was heißt 'penalty' auf Deutsch? - der Elfmeter
38. Nenne einen deutschen Spieler, der in Großbritannien spielt - any German player playing in the UK - e.g. Michael Ballack
40. Was ist das? - Ein Schal
41. Wer ist dein Lieblingsspieler in der Arsenal-Mannschaft, und warum?
- participants have to say who is their favourite player in the Arsenal team, and why.

Appendix 2: Game-playing Glossary

English	Español	Français	Deutsch
For writing the rules:	a escribir las reglas del juego:	Pour écrire les règles du jeu:	Um die Spielregel zu schreiben:
board	tablero (m)	plateau (m)/tapis du jeu (m)	Spielbrett (n)
counter	ficha (f)	pion (m)	Spielfigur (f)
die	dado (m)	dé (m)	Würfel (m)
card	tarjeta (f)	carte (f)	Karte (f)
pencil	lápiz (m)	crayon (m)	Bleistift (m)
paper	papel (m)	papier (m)	Papier (n)
player	jugador/a (m/f)	joueur (m)	Spieler (m)/ Spielerin (f)
game	juego (m)	jeu (m)	Spiel (n)
team	equipo (m)	équipe (f)	Mannschaft (f)
winner	ganador/a (m/f)	gagnant (m)	Gewinner (m)
loser	perdedor/a (m/f)	perdant (m)	Verlierer (m)
next round	próxima vuelta (f)	prochaine partie(f)	nächste Runde (f)
to play	jugar	jouer	spielen
to win	ganar	gagner	gewinnen
to lose	perder	perdre	verlieren
The aim is to ...	El objetivo es...	Le but est de...	Das Ziel ist ...
You'll need ...	Necesitáis/Necesitan...	Il vous faudra	Ihr braucht ...
The players get into (two)teams.	Los jugadores forman 2 equipos.	Les joueurs forment 2 équipes.	Es gibt zwei Teams.
They choose ...	Eligen...	Ils choisissent ...	Sie wählen ...
They put their counters on 'start'.	Colocan sus ficha en la salida.	Ils mettent les pions sur la case de départ.	Sie stellen die Spielfiguren auf ‚Start‘.

The players take it in turns	Los jugadores toman turnos.	Ils jouent à tour de rôle.	Sie spielen einer nach dem anderen.
Each player takes a card.	Cada jugador toma una tarjeta.	Chaque joueur tire une carte.	Jeder Spieler nimmt eine Karte.
He throws ...	Él/Ella tira...	Il lance	Er würfelt.
He asks a question	Él/Ella hace una pregunta.	Il pose une question.	Er stellt eine Frage.
He answers the question.	Él/Ella responde la pregunta.	Il répond à la question.	Er antwortet auf die Frage.
He mimes...	Él/Ella hace la mímica de...	Il mime...	Er spielt ...vor.
He guesses...	Él/Ella adivina...	Il devine...	Er ratet.
He misses ago.	Él/Ella pierde un turno.	Il rate un tour.	Er muss eine Runde aussetzen.
For playing the game:	Para jugar:	Et pour jouer :...	Um zu spielen:
It's your turn!	Es tu turno	C'est à toi.	Du bist an der Reihe!
Hurry up!	¡Apresúrate!	Dépêche-toi !	Beeile dich!
Go on!	¡Adelante! / ¡sigue! / ¡avanza! / ¡continúa!	Vas-y !	Los!
Take... !	Toma...	Tire/Pioche...!	Nimm'...!
Move... !	Avanza	Avance ...	Weiter!
Throw !	¡Lanza!	Lance...	Würfle!
Give me... !	Dame...	Donne-moi ...	Gib mir...!
You miss a go!	Pierdes un turno.	Tu passes un tour.	Du darfst diese Runde nicht spielen!
You've won!	Ganaste	Tu as gagné !	Du hast gewonnen!
Congratulations	Felicitaciones	Félicitations!	Herzlichen Glückwunsch!
Special App Vocabulary:			
Open	abrir	ouvrir/afficher	öffnen
Click (on)	hacer clic	cliquer (sur)	klicken/anklicken
Type (in)	escribir	taper	eingeben
User name	Nombre de usuario	nom d'utilisateur (m)	Benutzername(m)
Password	contraseña	mot de passé (m)	Passwort(n)
Submit	enviar	envoyer	senden
Win points	ganar puntos	gagner des points	Punkte gewinnen
Lose points	perder puntos	perdre des points	Punkte verlieren
Lives	Vidas (fpl)	Vies (fpl)	Leben(npl)

Character	carácter	personnage (m)	Charakter (m)
Jump	saltar	sauter	springen
Run	corrir	courir	laufen
(Left/right/up/down) arrow	Flecha (f) izquierda,derecha,arriba,abajo	Flèche (f)vers la gauche/la droite/ le haut/ le bas	Pfeil (m) nach links/ rechts/oben/unter
For Touchscreens:	Para pantallas táctiles	Pour les écrans tactiles	Für einen Touchscreen
Tap	tocar rápidamente	taper	tippen (an)
Touch	tocar	toucher	berühren
Drag	arrastrar	faire glisser!	ziehen (auf)
Swipe	pasar	balayer	wischen