



Body Language ! Language Learning Integrated in Learning Games for Migrant Students in the Healthcare Education

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Abstract

The BODY explorer project will make computer game technologies available for advanced learning games. The healthcare student will be able to explore lifestyle diseases from within the fully animated body, travelling along the natural transportation routes of the body, meeting and working with different levels of lifestyle disease challenges along the way.

As the learning game is primarily targeting migrant students in the care sector, a language learning dimension about the body and about lifestyle diseases will be integrated in the learning game, allowing the student to learn the languages of the body and of lifestyle diseases in the exploration process.

The benefits of this integration of language learning in the content is clearly that the game based didactics and the synchrony of the content and language processes will be highly motivating for the migrant students.

The BODY explorer project is submitted to the EU Lifelong Learning Program early 2010 and is expected to be granted in summer 2010.