

About *Edàni Nògèè Dòne Gok'èìdì* :

Within the last decade, video games have emerged as powerful pedagogical tools, and they represent a promising avenue for language revitalization efforts. *Edàni Nògèè Dòne Gok'èìdì* (How Fox Saved the People) is a Tłıchų Yatı̀ video game based on the traditional Tłıchų legend of the same name. In the game, players undertake a quest to recover the missing caribou, which have been stolen by Raven, in order to save the hungry people. This involves tasks such as navigating around the village, collecting firewood, and hunting and fishing, the completion of which relies on instructions presented in Tłıchų Yatı̀ .

But why a video game? Unlike other forms of media (i.e. video, audio, and text) video games require active, creative participation. The goal of this game is to stimulate sustained interest in learning through a combination of interactive storytelling, and the positive reinforcement that comes from achieving goal-oriented tasks. Because the narrative relies on core themes, key characters, and repeated actions, this allows players to build up a solid foundation of vocabulary and simple sentence structure through repeated use. Furthermore, the game provides opportunities for learning in-context, creating settings that must be navigated using Tłıchų linguistic and cultural knowledge.

Since the success of *Never Alone* (aka *Kisima Inŋitchuŋa*, a video game in the Iñupiaq language developed by Upper One Games and published by E-Line Media), the potential of these games for language revitalization has become widely appreciated. However, what is less widely known is that such games can be developed without corporate involvement and with limited budgets. *Edàni Nògèè Dòne Gok'èìdì* began as a language revitalization seminar project at the University of Toronto in 2014, and has since been made possible by support from the Tłıchų Community Service Agency and the Tłıchų Government – it is an entirely grassroots (and mostly volunteer) endeavour that does not rely on corporate sponsorship. The PC version of the game was recently released in schools across three Tłıchų communities (Rae, Edzo, and Wha Ti), and a free-to-download version is slated for release by the end of March 2018. Expansion to Android and Apple tablets and smart-phones is expected by Fall 2018. The game intended for use both in the classroom and at home, with optional English subtitles allowing the game to act as an introductory or immersive tool, as required by the proficiency level of individual students.

***Edàni Nògèè Dòne Gok'èìdì* Credits:**

Programming, Gameplay, and Text: Luke West (UCLA)

Design, Graphics, and Illustration: Sherry Hucklebridge (UMass Amherst)

Translation and Voice Acting: Rosa Mantla (TCSA Language Culture Coordinator), Marie-Louise Bouvier-White

TCSA Support: Tammy Steinwand-Deschambeault (TCSA Language Culture Coordinator), Lucy Lafferty (TCSA Language Culture Coordinator)

Project Coordinator: Nicholas Welch (McMaster University/University of Toronto)