



Language-Learning Simulation

- is an **interactive learning event** with a realistic setting and the necessary background information



Language-Learning Simulation

- offers the opportunity of *learning by doing*; presents a task to perform or a problem to solve together



Language-Learning Simulation

- allows the learners to make choices, shows the consequences of those choices and builds confidence in the learners when the problem is mastered



Language-Learning Simulation

- is more than a role-play because the learners act as themselves and use their own judgements and linguistic resources



Language-Learning Simulation

- **reduces anxiety** about linguistic performance because learners are not judged , corrected or evaluated



Language-Learning Simulation

- is **highly motivating** because language is learned creatively and communicatively



Language-Learning Simulation

- can help **develop cognitive abilities** such as analysing, evaluating and synthesising information



Language-Learning Simulation

- provides the opportunity to acquire **intercultural and interpersonal competence** such as being a team-player and cooperate



Simulations

- come in **all shapes, sizes and levels of complexity** and can be designed to match the individual circumstances of a particular group

(Excerpt from: Paula Christopher, Ken Hyland)

