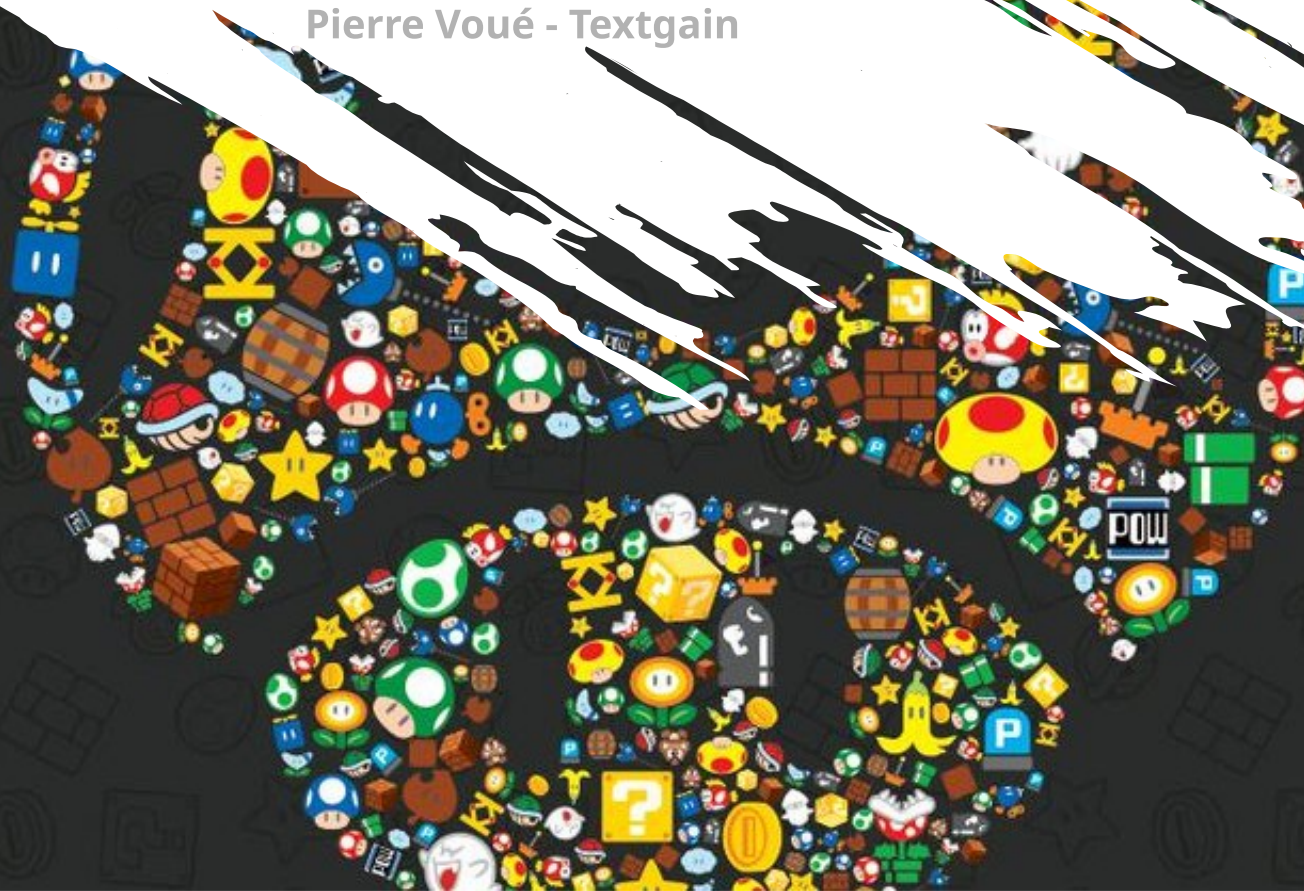


A Game for the Crowds: Neutral Mode on!

Pierre-Yves Houlmont – IMRG – CIRTi – LGL
María Isabel Rivas Ginel – DCU – Salis – Adapt – TIL
Damien Hansen – ULB
Pierre Voué - Textgain





All-inGMT

The All-inGMT project, funded by ISITE BFC and "Investissement d'Avenir" programmes, explores the intersection of personal identity, new technologies, video games, and translation practices. It aims to support the shift toward inclusivity by addressing gender binarity in language.



All-inGMT - Corpus

1 corpus (EN 600,000/FR 700,000) of games acquired in collaboration with studios such as *Accidental Queens* and *Brace Yourself Games*.

1 corpus (EN 135,700/FR 152,276) derived from the original with non-binary segments only.

1 corpus derived from the original re-written to neutralise all possible references to gender.

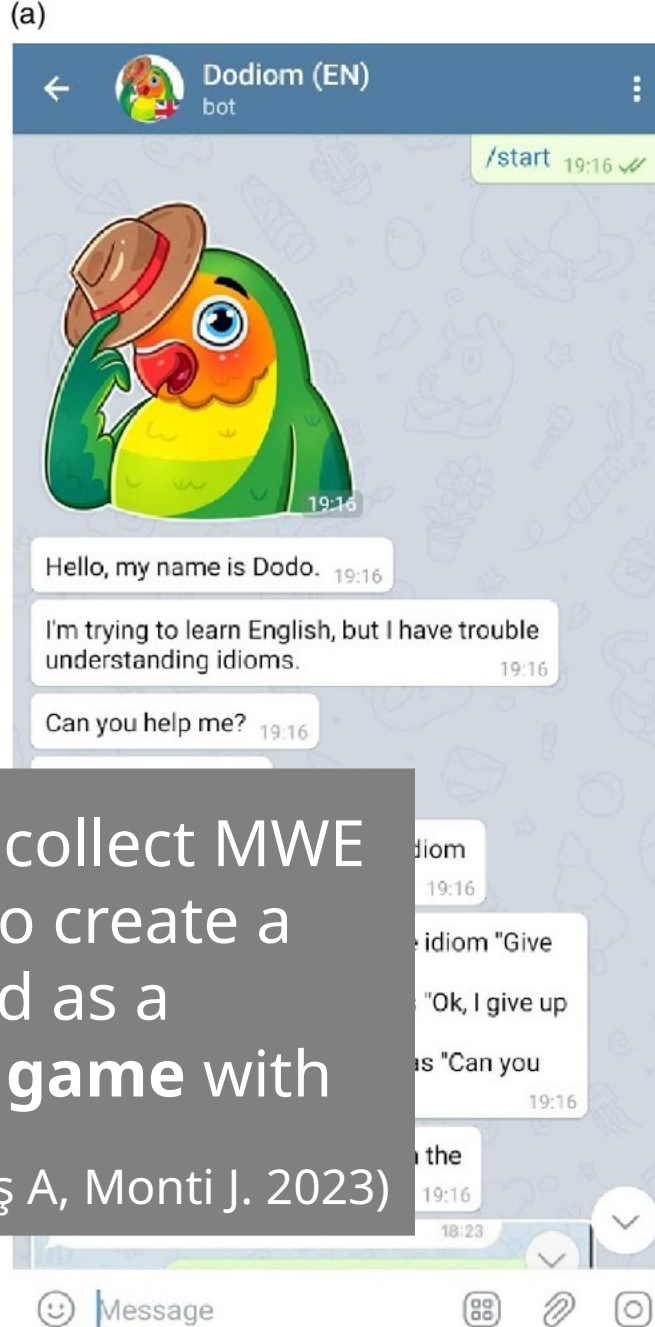
Dodiom



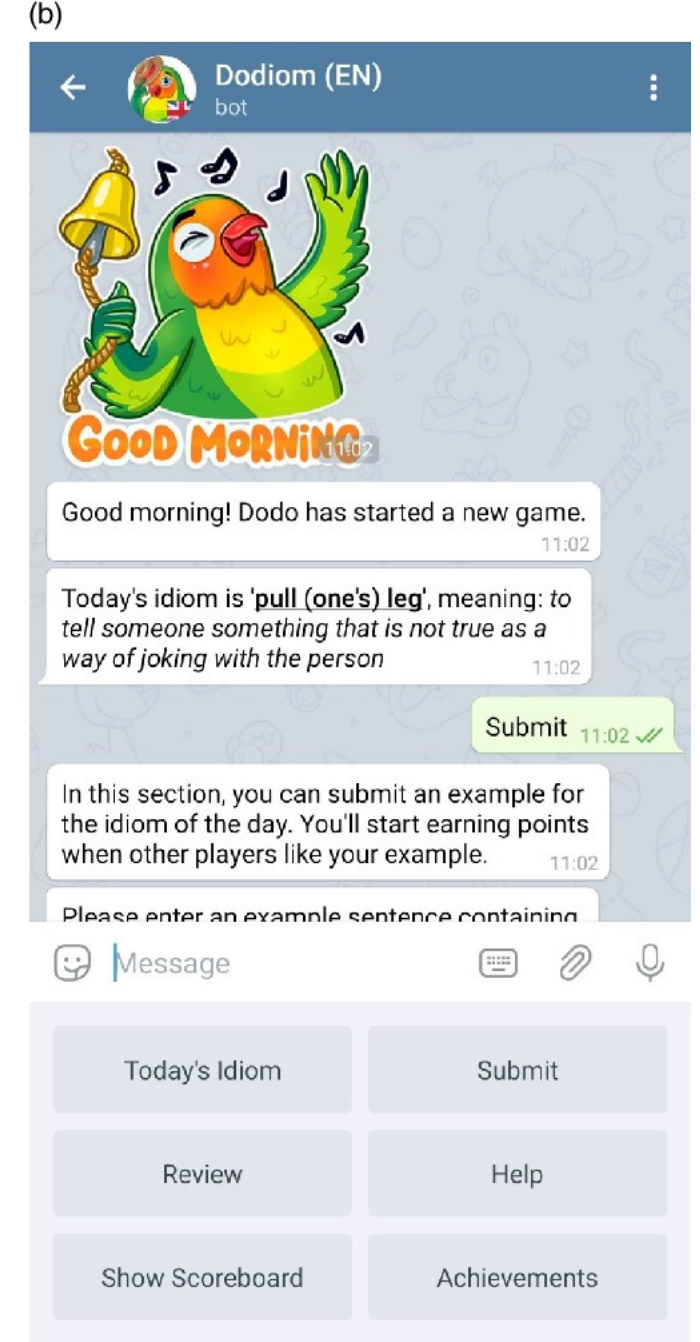
Telegram bot designed to collect MWE (multi-word expressions) to create a corpus of idioms conceived as a **multiplayer competitive game** with a learning goal

(Eryiğit G, Şentaş A, Monti J. 2023)

<https://github.com/Dodiom/dodiom/>



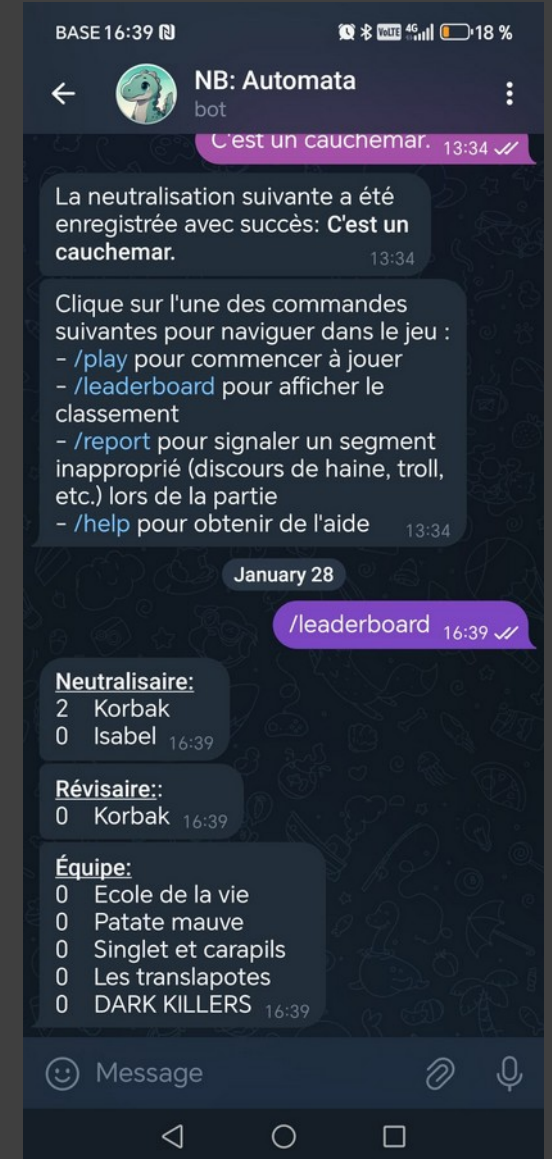
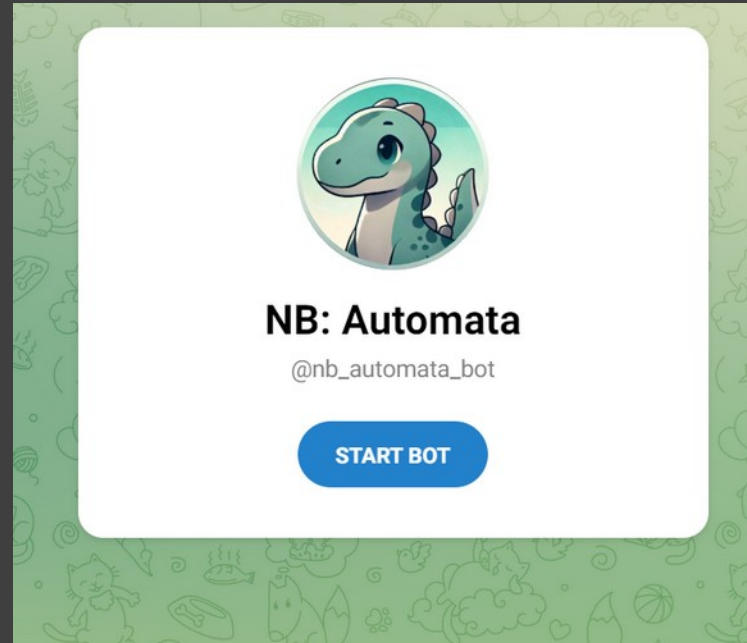
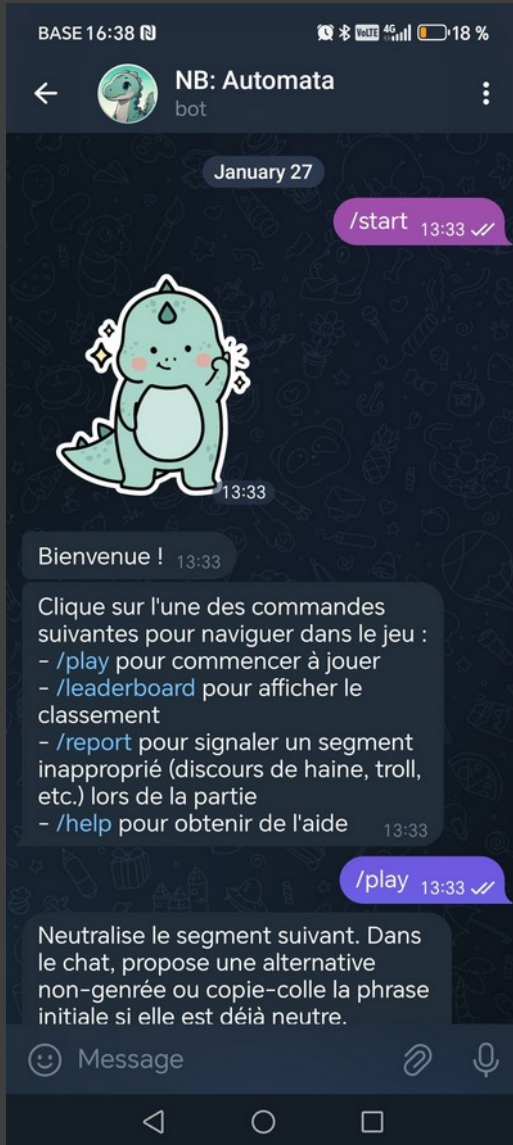
Dodo greeting the player, describing the game, and showing the next steps



Main Menu showing the currently available options

NB: Automata

The Game



NB: Automata

Corpus

Game 1: FR 25.674

Game 2: Eng 27.367 | FR 42.733

Text segments that did not require neutralisation have been removed to enhance the engagement and enjoyment of the game.



Gamification and game design

Gamification:

Application of game design elements and principles, such as points, rewards, and challenges, in non-game contexts to engage and motivate people to achieve specific goals.



(Deterding et al., 2014)

Crowdsourcing

Obtaining content from a large group of people, typically via the internet, rather than from traditional employees or suppliers

→ aligned with the general societal goals of the project.



An aerial view of a city, likely from a simulation game like SimCity, showing various buildings, roads, and a body of water. A large, semi-transparent blue circle is centered over the image, and within it is a smaller, solid dark blue circle. The text "Game design is not that easy" is written in white, sans-serif font, centered within the dark blue circle.

Game design is not
that easy

What model?

Is the gameplay aligned with the objectives of the crowdsourcing project?

Collaboration



Intrinsic
motivation

Collaboration and competition rely on different game mechanics that may elicit different types of motivation.

Competition



Extrinsic
motivation

What model?

Is the gameplay aligned with the objectives of the crowdsourcing project?

*To achieve an optimal balance
between the project's objectives and
the enjoyment.*

(Messina et al., 2023)



Mixed approach

(Murillo-Zamorano et al., 2020).

What will our players do?

Is the gameplay aligned with the objectives of the crowdsourcing project?



Neutralisers

Create data

The different roles



Mix



Reviewers

Ensure the quality of the data and
emphasise the game's collaborative aspect.

What will our players do?

Is the gameplay aligned with the objectives of the crowdsourcing project?



Neutralisers

Neutralisers earn points by **neutralising** and when their propositions **receive a high number of upvotes** from reviewers.

What will our players do?

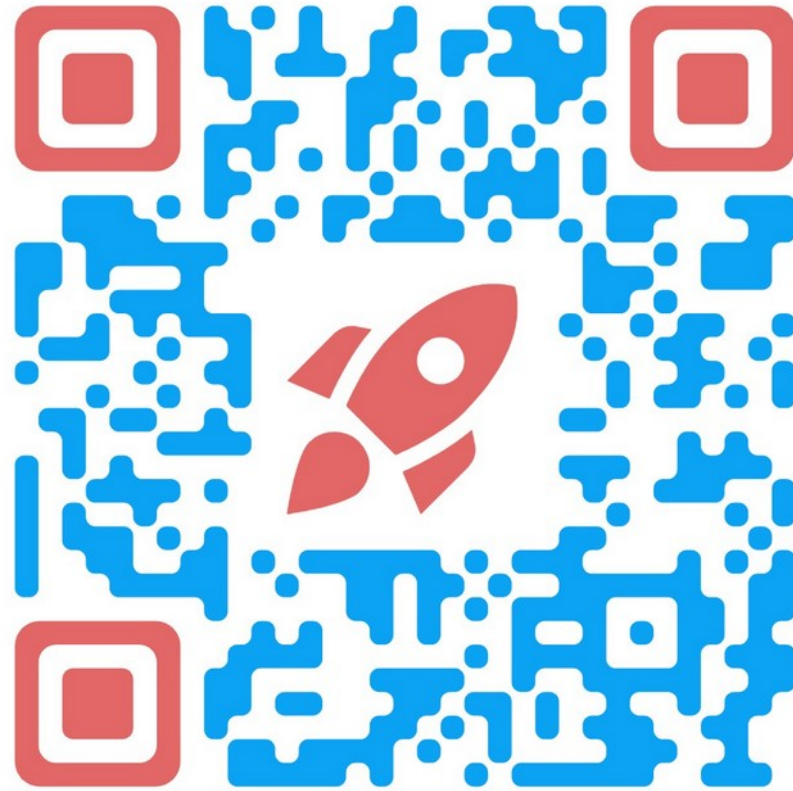
Is the gameplay aligned with the objectives of the crowdsourcing project?



Reviewers

Reviewers earn points by **reviewing** and when their **upvotes align with those of other reviewers** (indicating likely good propositions).

Nb: Automata official launch



t.me/nb_automata_bot



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