LREC 2022 Workshop
Language Resources and Evaluation Conference
20-25 June 2022

Games and Natural Language Processing
(Games & NLP 2022)

PROCEEDINGS

Editor:
Chris Madge
Message from the General Chair

This volume documents the Proceedings of the Games and Natural Language Processing Workshop, held on (25th June 2022) as part of the LREC 2022 conference (International Conference on Language Resources and Evaluation).

This workshop examines the use of games and gamification for Natural Language Processing (NLP) tasks, as well as how NLP research can advance player engagement and communication within games. The Games and NLP workshop aims to promote and explore the possibilities for research and practical applications of games and gamification that have a core NLP aspect, either to generate resources and perform language tasks or as a game mechanic itself. This workshop investigates computational and theoretical aspects of natural language research that would be beneficial for designing and building novel game experiences, or for processing texts to conduct formal game studies. NLP would benefit from games in obtaining language resources (e.g., construction of a thesaurus or a parser through a crowdsourcing game), or in learning the linguistic characteristics of game users as compared to those of other domains.

Workshop website: https://gamesandnlp.com
Organizers

Chris Madge, chair (Queen Mary University of London)
Jon Chamberlain (University of Essex, UK)
Karën Fort (Sorbonne Université, France)
Udo Kruschwitz (University of Regensburg, Germany)
Stephanie Lukin (U.S. Army Research Laboratory)

Program Committee:

Alice Millour (Sorbonne Université)
Andrew Gordon (University of Southern California, Institute of Creative Technology)
Andrew Stern (Playabl Studios, US)
Chris Cieri (Linguistic Data Consortium, University of Pennsylvania, US)
Ian Horswill (Northwestern University)
James Fiumara (Linguistic Data Consortium, University of Pennsylvania, US)
Jonathan Fiumara (Universite Condoria)
Josh Miller (Northeastern University, US)
Mariët Theune (University of Twente)
Massimo Poesio (Queen Mary University Of London)
Mathieu Lafourcade (LIRMM, France)
Melissa Roemmele (SDL, US)
Morteza Behrooz (University of California, Santa Cruz, US)
Paulo Gomes (Samsung Research America)
Pedro Santos (INESC-ID & Instituto Superior Técnico, University of Lisbon)
Richard Bartle (University of Essex, UK)
Seth Cooper (Northeastern University, US)
Valerio Basile (University of Turin, Italy)
Verena Lyding (EURAC, Italy)
Wookhee Min (North Carolina State University)
Luis Morgado da Costa (Nanyang Technological University, Singapore)
Timothee Mickus (Université de Lorraine)
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Workshop Program
Saturday 25 June 2022

14:40–15:00  An Analysis of Abusive Language Data Collected through a Game with a Purpose
Federico Bonetti and Sara Tonelli

15:00–15:20  Applying Gamification Incentives in the Revita Language-learning System
Jue Hou, Ilmari Kylliäinen, Anisia Katinskaia, Giacomo Furlan and Roman Yangerber

15:20–15:40  Less Text, More Visuals: Evaluating the Onboarding Phase in a GWAP for NLP
Fatima Althani, Chris Madge and Massimo Poesio

15:40–16:00  NLU for Game-based Learning in Real: Initial Evaluations
Eda Okur, Saurav Sahay and Lama Nachman

17:00–17:20  How NLP Can Strengthen Digital Game Based Language Learning Resources for Less Resourced Languages
Monica Ward, Liang Xu and Elaine Úi Dhonnchadha

17:20–17:40  The “Actors Challenge” Project: Collecting Data on Intonation Profiles via a Web Game
Natallia Chaiko, Sia Sepanta and Roberto Zamparelli

17:40–18:00  Generating Descriptive and Rules-Adhering Spells for Dungeons & Dragons Fifth Edition
Pax Newman and Yudong Liu