



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

**Games and Natural Language Processing
(Games & NLP 2022)**

PROCEEDINGS

Editor:
Chris Madge

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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)
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Karën Fort (Sorbonne Université, France)
Udo Kruschwitz (University of Regensburg, Germany)
Stephanie Lukin (U.S. Army Research Laboratory)

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Andrew Stern (Playabl Studios, US)
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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 Yangarber
- 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 Uí 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