

LREC-COLING 2024

Games and Natural Language Processing 2024

Workshop Proceedings

Editors
Chris Madge

21st May, 2024
Torino, Italia

**Proceedings of the 10th Workshop on Games and Natural Language Processing
@LREC-COLING-2024**

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Message from the General Chair

This volume documents the Proceedings of the Games and Natural Language Processing Workshop, held on (21st May 2024) as part of the 2024 Joint International Conference on Computational Linguistics, Language Resources and Evaluation (LREC-COLING 2024)

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>

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Workshop Program

21st May 2024

14:00–14:05 ***Welcome***

14:05–14:25 *"Actors Challenge": Collecting Data to Study Prosodic Patterns and Their Mappings to Meanings Across Languages*
Sia V. Sepanta

14:25–14:45 *Empowering Adaptive Digital Game-Based Language Learning for Under-Resourced Languages Through Text Analysis*
Elaine Uí Dhonnchadha, Sally Bruen, Liang Xu and Monica Ward

14:45–15:05 *Hostomytho: A GWAP for Synthetic Clinical Texts Evaluation and Annotation*
Nicolas Hiebel, Bertrand Remy, Bruno Guillaume, Olivier Ferret, Aurélie Névéol and Karen Fort

15:05–15:25 *Using In-context Learning to Automate AI Image Generation for a Gamified Text Labelling Task*
Fatima Althani, Chris Madge and Massimo Poesio

1525–1600 *Keynote*
Mathieu Lafourcade

1600–1630 ***Poster Session***

16:30–16:50 *Aspect-based Sentiment Evaluation of Chess Moves (ASSESS): an NLP-based Method for Evaluating Chess Strategies from Textbooks*
Haifa Alrdahi and Riza Batista-Navarro

16:50–17:10 *Generating Converging Narratives for Games with Large Language Models*
Douglas Summers-Stay and Clare R. Voss

17:10–17:30 *Leveraging Large Language Models for Spell-Generation in Dungeons & Dragons*
Elio Musacchio, Lucia Siciliani, Pierpaolo Basile and Giovanni Semeraro

17:30–17:50 *Branching Narratives: Character Decision Points Detection*
Alexey Tikhonov

17:50–18:00 ***Closing***

21st May 2024 (Poster Session)

Utilizing GPT-4 to Solve TextWorld Commonsense Games Efficiently
Binggang Zhuo and Masaki Murata

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