

# ACADEMIA: An English Academic Writing Experience in the Classroom



## Setting:

The land of Academia, where a great empire once reigned. Now the separate cities and villages lie under the domain of feudal lords and local strongmen. Uniting them all though is the language of the long-gone empire: Academic English. It is an elegant language, worthy of the great halls of emperors and their courts. Travelers to Academia always marvel at the words of the locals, which is why our heroes have come to this land. They are searching for the secrets of this language, to bring it to their homeland, Russiya. Meeting in the border city of Introductium, our heroes prepare for their journey...

## Gameflow:

- 1.** Start in the upper right-hand corner. Players meet in the city of Introductium and combine their knowledge of Academic English in order to understand what it is. Meet a librarian who provides them with some guidance and a map of Academia. Recommends that they travel to the former Imperial capital, Thesisium, or the old Imperial archives in Resourcium. But first, they should head to the library in the town of Criticismum, where some old texts have been preserved. Players proceed to the next town.
- 2.** Criticismum: Players share their own text and examine texts in the library. Looking at the map, they plan their journey south and must decide to pass on foot through the forest or take the Imperial Road around it.
- 3.** Trouble:
  - a. Forest path: come upon an abandoned village. Explore for supplies and are captured by soldiers of Lord Verbus. Taken to the city of Vocabulus. To be freed, they must complete some trials (a quiz).
  - b. Imperial Road: During a break along the road, captured by soldiers of Lord Verbus. Taken to the city of Vocabulus. To be freed, they must complete some trials (quiz).
  - c. After being freed, given access to the city library, where players find more texts to examine. Decide to stay and reflect on the texts. Given some materials to take with them.
- 4.** Continuing on from Vocabulus, our heroes decide to rest at Granny's tavern, near Thesisium, in order to prepare for their visit to the capital. They are met by a rider from the capital. It seems the lords of Thesisium are aware of our heroes' journey south. They have been granted an audience in the great imperial hall to tell of their journey (presentation). Players choose the storytellers.
- 5.** In the Imperial City: some of the heroes tell of their journey (presentations). The lords enjoyed what they heard and invite heroes to stay one more day. Heroes must decide what to do: stay one more day or continue onto Resourcium.
- 6.** Remain: other heroes tell their tales. Choose storytellers.  
Continue: select storytellers for Resourcium (at least 4). Choose path:
  - a. By boat, across Paragraph Bay. While the quickest route to Resourcium, Pirates roam these waters.
  - b. By foot. A longer route, albeit safer. But the people who inhabit the foothills of the Indent Mountains could present some trouble.
- 7.** On the way (by foot or by boat), the players are attacked by pirates/foothill tribes. To escape, they use their knowledge of oral Academic English

(presentations) to beat back the barbarians. New storytellers are selected for Resourcium.

- 8.** Continue onto Resourcium. Meet with the keeper of the former Imperial Archives. More heroes again share their stories.
- 9.** Second day: finish stories. Find two fishing/hunting partners (editing partners for rough drafts).
- 10.** Hunting and fishing for the rest of the journey. Find two fishing/hunting partners (editing partners).
- 11.** Players gather after their hunting and fishing trips to see what supplies they have. (rough draft editing and discussion)
- 12.** Players continue onto the port of Concludium. There, they decide to celebrate the end of their journey with an evening of revelry in the Bibliography club. Our heroes bid farewell to Academia and head their way home to Russiya.
- 13.** On their ship home, the players discuss their journey and what they have learned along the way (final draft edit and discussion).