

Natural Language Processing as the Basis for Digital Educational Mini-Games for the Greek Language

Aristides Vagelatos^{1,*}, Christos Tsalidis²

¹Computer Technology Institute, Greece

²Neurocom S.A., Greece

*Corresponding author

Abstract

The use of digital games to support learning through an alternative, more engaging, playful way is growing rapidly both in Europe and worldwide (Majuri et al., 2018). Digital games are a rapidly developing field, and at the same time one of the most popular technologies that young people use to entertain themselves. In this context, the project "Lexipaignio" intends to develop an innovative Natural Language Processing (NLP) environment for the creation of digital educational games for students of primary and secondary education in Greece. These games are dynamically created by the teacher for the student, in order to improve vocabulary and more generally language skills, as well as improve their understanding of the general context of specific subject areas.

Keywords: ICT in Education, Game-Based Learning, Natural Language Processing, Digital Educational Games.