

An international journal for teachers and language materials creators

Between the Keys

Volume 32.3 / 2024

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Special Presentation:

Corporate Climb! The Business English Board Game

by Rachel Patterson



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Between the Keys Special Edition

Dear Readers,

Welcome back to a special Shift_key edition of *Between the Keys*. Shift_key is where we at the Materials Writers SIG showcase video presentations, which you can find by clicking on the links on the next few pages or by going directly to our YouTube channel.

In this issue, we're very pleased to feature Rachel Patterson's presentation from Materials Making March, an event created and hosted by the College and University Educators SIG, Mind and Brain SIG, and the Materials Writers SIG. Ms. Patterson, representing the MW SIG, presented a board game she created called "Corporate Climb! The Business English Board Game."

On the next page, you'll find the abstract for the presentation as well as a QR code that links to the "Materials Making March 2024" video on the MW SIG YouTube Channel. If you'd prefer to get straight to the video, here is the link. You can click on it or re-type it into a browser of your choice: <https://www.youtube.com/watch?v=4AsXp0cWPEQ&t=0s>.

Rachel's section runs for 35 minutes and starts at the beginning of the video. Following her presentation, James Dunn from the Mind and Brain SIG speaks. The online event took place on March 26, 2024.

Thanks for watching!

Joel Neff

Summer 2024

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Corporate Climb! The Business English Board Game **by Rachel Patterson**

Board games are perfect for building rapport while reviewing previously studied concepts in class. This presentation will demonstrate an example of “Corporate Climb! The Business English Board Game,” a dynamic board game designed to review previously taught phrases and concepts in a university-level business English course. This presentation explores the intersection of education and entertainment, showcasing how gamification can enhance language acquisition.

This game is tailored to intermediate-level Japanese language learners (CEFR A2+, B1) and promotes speaking in a variety of situations to simulate real-world business scenarios, enabling players to navigate corporate or professional environments and communicate effectively in English. It’s not only great for review, but also for checking general retention and evaluating student speaking levels. Through strategic gameplay, participants build and reinforce essential language skills such as business vocabulary, professional communication, and cross-cultural understanding.

Key features include role-playing exercises, industry-specific terminology, and speaking challenges. The presentation will delve into the game's pedagogical framework, emphasizing its ability to engage learners, foster collaboration, and provide instant feedback for continuous improvement.



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Rachel Patterson

Rachel earned her master's in business administration from the University of Memphis and a minor in Japanese. She began teaching English part-time while studying abroad at the Osaka University of Economics and grew to enjoy language teaching through her experience. For one year, she taught at a private language school in Morioka City, Iwate Prefecture

Rachel later joined ELS Language Services as in EAP instructor in Nashville, Tennessee before returning to Osaka to work full time. She currently works as an academic administrator and university instructor in the Kindai University Faculty of International Studies Global Studies Program and specializes in materials creation and professional development.

She can be reached for questions and discussions about her presentation and / or her game at rypttrsn@gmail.com.



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