What is Barkelona?
While exploring the world of Barkelona, students will converse with dogs and humans, practicing basic conversation questions such as *Cómo te llamas* and *De dónde eres*. They will also read stories at the library, go on quests to help their new friends, and learn new words by clicking on objects. They can go shopping in the city's famous market and go swimming at the beach. Playing Barkelona requires students to read thousands of words of text. It is no substitute for reading a novel, but it can be a great addition!
Barkelona is appropriate for all age levels. It would be most suitable for Spanish 1 or 2, but it could be used as a fun review for Spanish 3 classes and above. It is entirely self-directed, so students can play independently. It would be perfect for an easy sub plan, a day when some students are completing state testing, or as a reward day for the class. It is best played in chunks of at least twenty minutes. If they are logged into their device, students can save their game in their browser session and come back to continue their adventure later.

How do students interact with the game?
While exploring the world of Barkelona, students will see many people and dogs marked with a ! symbol. Click on the symbol or the sprite to interact with the character. They may also see some objects marked with a ? symbol. Click on the symbol to view the Spanish term for that object. Your friend Carlos Segundo will also talk to you. To interact with him, choose the appropriate dialogue option or click anywhere on the dialogue box to continue.

What if students don't know what a word means/can't understand what the characters say?
Barklona has a built-in dictionary with the words students will see in the game. To access this dictionary, press the 2 key. The dictionary will update each day to reflect new words students have encountered.

What is practice mode?
In practice mode, students can access several mini games designed to help you review the words you have encountered in your interactions with the Barkelona world and its inhabitants. These games are designed for extra practice, not to learn words for the first time. They review foods, numbers, and high-frequency phrases.

Is this just another Duolingo?
Duolingo is a popular language-learning app that uses spaced repetition of grammar and vocabulary exercises to teach a language. Players earn achievements for more time spent studying. In contrast, Barkelona focuses more on conversational interactions, contextualized reading, and of course, fun! The game is highly interactive and encourages play for its own sake. Barkelona is the perfect video game addition to a Comprehensible Input classroom.