



# CLIL4ALL

## Instructions and Template for Creating Vocabulary List

You can find a vocabulary list on the next two pages. On this list you can find important words for every topic that you will investigate this week, as well as some general vocabulary. It is important that you know when and how to use these words and that you know how to pronounce them. You, as a group, will add ten words to this list that are relevant to your project and explain the context of these words. Use these words in your communication and presentations.

You will work on your list during the week.

### **Gamification en motivation;**

1. Game mechanics
2. Game dynamics
3. Engagement
4. Immersion
5. Flow
6. Fun
7. Challenge
8. Reward
9. Achievements
10. Streak
11. Quests
12. Experience (XP)
13. Unlockables
14. Gamified learning

15. Playful learning
16. Learning levels
17. Progress bars
18. Interactive challenges
19. Motivation
20. Intrinsic motivation
21. Extrinsic motivation
22. Autonomy
23. Mastery
24. Purpose
25. Progression
26. Competition
27. Cooperation
28. Social influence
29. Behavioral triggers
30. Instant gratification
31. Loss aversion
32. Empowerment
33. Narrative
34. Onboarding
35. Personalization
36. Engagement loop
37. Retention
38. Player journey
39. Mastery learning
40. Competence
41. Positive reinforcement
42. Immediate feedback
43. Growth mindset
44. Interactive storytelling
45. Augmented reality (AR) learning
46. Microlearning

**English (General):**

1. Abroad
2. Analysis / to analyse
3. Characterises
4. Characteristics
5. Communication
6. Company
7. Competitors
8. Cooperation
9. Country
10. Cultural / Culture
11. Customer
12. Determine
13. Develop
14. Development
15. Figures
16. Knowledge
17. Percent
18. Purchase
19. Quality
20. Suggestion
21. Unique
22. Variety

**Business (General)**

1. Cultural similarities
2. Differentiation
3. Dilemma
4. Diversification
5. Efficiency
6. Ethical practices
7. Explicit
8. Globalisation
9. In-depth
10. Individualistic
11. International human resources management
12. Bureaucracy
13. Government
14. Illicit products
15. Intellectual property
16. IPR = Intellectual property right(s)
17. Negotiation patterns
18. Opportunities
19. Physical presence
20. Recognise / recognition
21. Recruitment
22. Responsibilities
23. Stereotypic
24. Sustainability
25. Synergy
26. Training and development

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| <ol style="list-style-type: none"><li>1. Brand Positioning</li><li>2. Competitive Analysis</li><li>3. Competitors</li><li>4. Consumer Behaviour</li><li>5. Globalisation</li><li>6. Market Research</li><li>7. Market Segmentation</li><li>8. Market Share</li><li>9. Persona</li><li>10. Positioning Map</li><li>11. Product Localisation</li><li>12. Target Audience</li></ol> |  |
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**Add your own:**

<b>Vocab</b>	<b>Context</b>
1.	
2.	
3.	
4.	
5.	
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10.	

