# Four ways to use the game Among Us in the English classroom

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*Online problem-solving role-playing game* **Among Us (https://www.innersloth.com/gameAmongUs.php)** *has taken the world by storm. In this reader submission, Lecturer Flora D Floris and colleagues from Indonesia's Petra Christian University suggest four activities that teachers can use to incorporate the game into their English classrooms.*

*Among Us* is a multiplayer game developed by Innersloth that was released in June 2018, but rose to fame in 2020, just when the COVID-19 pandemic took hold. Google Play Store data from December show it had garnered over 100 million downloads and it was the number one game downloaded from the Apple Store last year (Webster, 2020).

*Among Us* is set on one of three locations: a spaceship, above-Earth base, or planet base. The game follows the story of a spaceship crew trying to get by in their voyage, only to find that there is a parasitic shapeshifter – an impostor – among them. There can be a total of 10 players in an online game, with up to three impostors.

Players are given either one of these two roles: crewmate or impostor. As a crewmate, a player has to go around completing tasks. As an impostor, a player has to pretend to do the assigned tasks while going around killing crewmates. If a body is discovered, a crewmate can call an emergency meeting to figure out who the imposter is. The game ends when the impostor is found.

## The benefits of multiplayer games

Multiplayer games, in general, offer the potential to be used in English classrooms. The game format automatically provides a linguistically rich and cognitively challenging virtual environment. Meeting and playing with global players in a real-world English language environment exposes learners to natural speech, a wide variety of Englishes, and various basic language functions – such as asking and answering questions, sharing items or locations, praising, and warning.

Studies have shown that having an immersive experience in a fun, informal, and interactive digital space is conducive to English language learning (Sylvén & Sundqvist, 2012). *Among Us* has some distinctive features compared to some other