

Nunaka

Nunaka: My Village - Where Language Comes to Play



OVERVIEW

Nunaka: My Village - Where Language Comes to Play is an engaging educational mobile game designed to teach the endangered Sugt'stun language while introducing children to traditional Sugpiaq village life. Children can practice language and fine motor skills as they play. Activities reflect the traditional Alaska Native life in a Sugpiaq village, such as berry picking, fishing, and qayaq riding. They also learn to identify sea creatures in the tidepool. You can also hear Sugt'stun songs.

FEATURES

- **Interactive learning:** Players explore a 2D/3D Sugpiaq village with virtual grandparents, Emaa and Apaa, who introduce activities in Sugt'stun to aid language retention.
- **Culturally themed minigames:** The game has four episodes, each a day with their grandparents in a Sugpiaq village. From berry picking to sea creature ID and qayaq riding, children engage in Sugpiaq traditions.
- **Customizable avatars:** Players can dress their child avatars in Sugpiaq traditional regalia.
- **Learning outcomes:** Supports school readiness by integrating language acquisition, motor skills, and cultural heritage lessons into gameplay.
- **Visual and audio appeal:** Blending 2D/3D graphics with traditional sounds and music brings the beauty and culture of Alaska, especially the Chugach region, to life.

DEVELOPER

Nunaka was developed by the Chugachmiut Heritage Preservation Program and FableVision in collaboration with the Chugachmiut Birth to Five Head Start Program. The game was co-developed with cultural and linguistic experts, including Sugpiaq Elders to ensure authentic representation. The app was made possible with support from the U.S. Department of Education.

LEARN MORE

Visit www.chugachmiut.org or call 907-562-4155. Download it in the Apple and Google Play app stores.

SPECIFICATIONS

- **Type:** 3D mobile game
- **Platform:** Google Play, iOS
- **Target Audience:** Three to five years old, educators and families
- **Languages:** Sugt'stun with English translations
- **Visuals:** 2D and 3D village design with vibrant colors, culturally accurate environments, and character models based on Sugpiaq traditions.

