



## Intercultural Communication Practice 2.0

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## My topics

- Language learning potential of web 2
- The proof is in the pudding:
  - EU project TILA
  - EU project EVIVA
- Focus on user experience
- Initial conclusions

Disclaimer

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## Language learning potential of web 2

#### ✤ Interdependence of communication and language learning

- Communication is the goal of language learning
- Language learning is mediated through communication
- Backwash of communication on language learning
- → Learning a language is all about using it in communication
- → Classroom communication > Intercultural communication practice 2.0

#### Web 2: online communication & interaction (telecollaboration)

- Tools and environments:
  - asynchronous: forum, wiki, blog
  - Synchronous: sound/video conferencing (e.g. Skype, BigBlueButton), 3D virtual worlds (SecondLife, OpenSim)
- REAL-LIFE contact and intercultural (lingua franca) communication
- Collaborative interaction: networking, sharing, community building
- > Opportunities & challenges: learning teaching teacher education





## Proof in the pudding 1: EU project TILA

#### "Telecollaboration for Intercultural Language Acquisition"

A European LLP (KA 2) project with 12 partners from 6 European countries: Czech Republic, France, Germany, Netherlands, Spain, UK (Jan 2013 – June 2015) Coordinator: Utrecht University (Netherlands)

www.tilaproject.eu

#### Telecollaboration – Intercultural communication & learning – Teacher education

- Telecollaboration for secondary school pupils (13-16) to support intercultural communication and language learning in English, French, German and Spanish
- Hands-on experiences: videoconferencing (e.g. Skype or BigBlueButton), virtual worlds (OpenSim), and asynchronous tools like forum, blog, and wiki
- TILA activity types
  - in-class: "tandem" and "lingua franca"
  - outside-class: ELF conversations 2.0
- Research focus: impact of telecollaboration on task design, pedagogic organization, IC communicative interaction & competence, attitudes & motivation, learner/teacher roles
- Implications for learner preparation and teacher education





### **TILA** meetings and conversations in OpenSim

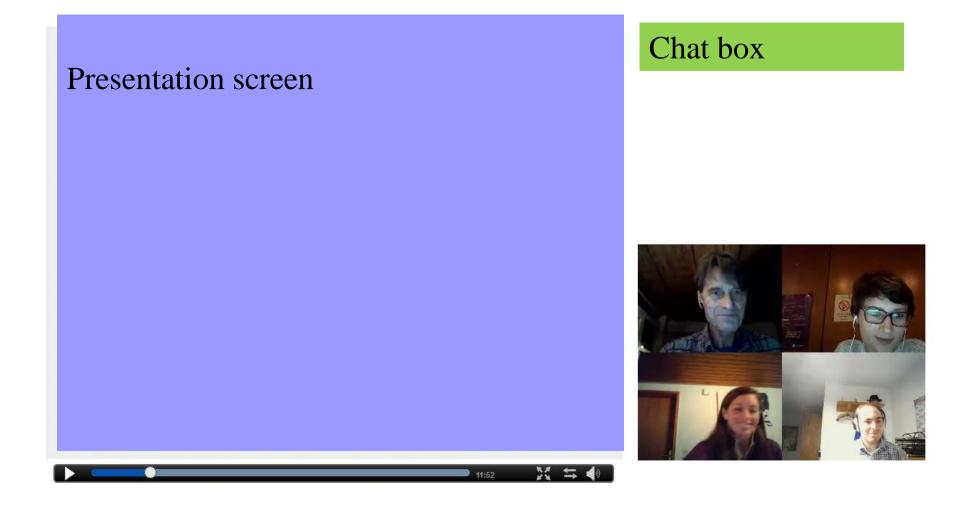








## TILA session in BigBlueButton







## **Proof in the pudding 2: EU project EVIVA** Evaluating the Education of Interpreters and their Clients through Virtual Learning Activities

A European LLP (KA 2) project with 5 partners from 4 European countries: Cyprus, Germany, Poland, UK (Jan 2013 – Dec 2014)

Coordinator: University of Surrey (UK)

Forerunner project: "Interpreting in Virtual Reality" (IVY)

www.virtual-interpreting.net

- Business/community interpreter training & self-study in 3 virtual environments
  - the 3D world of SecondLife
  - Google hangout
  - Backbone online interview corpora
  - Languages: English, German, Greek, Polish, and Spanish
- Evaluation of student and client activities
  - Role play Practice with recorded dialogues Practice & explorations with video-recorded and annotated interviews





### **EVIVA business interpreting in SecondLife**

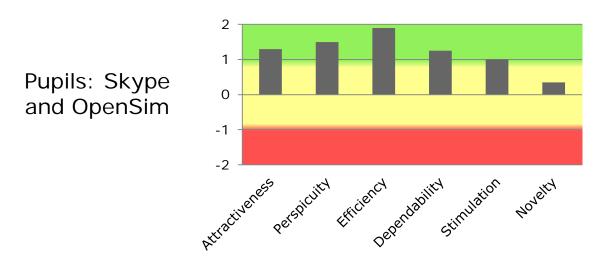


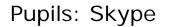


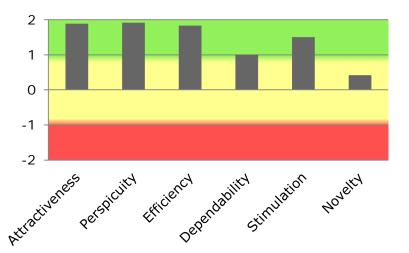




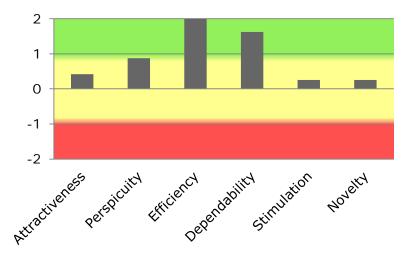
#### Focus on user experience: pupils







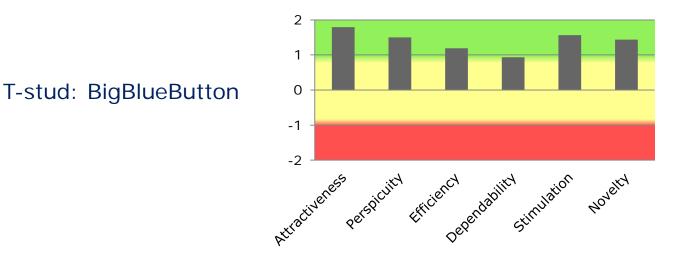
Pupils: OpenSim







#### Focus on user experience: teacher students

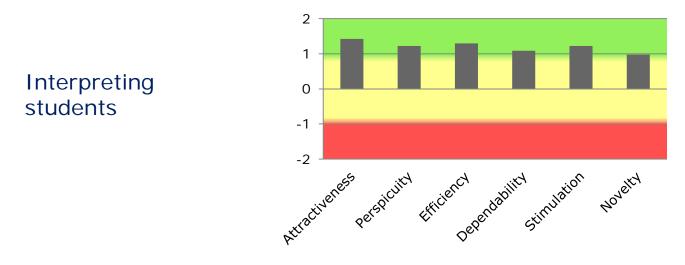


#### T-stud: OpenSim 2 2 1 1 Time Time Α 0 В 0 -1 -1 -2 -2 Attractiveness perspicitity Efficiency Dependability Stimulation Novelty Novelty Attractiveness perspiculty Efficiency Dependability stimulation

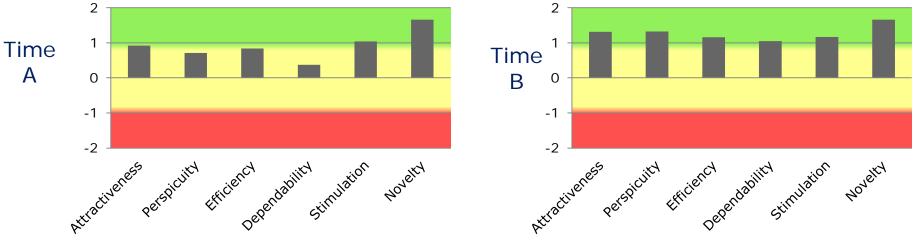




Focus on user experience: interpreting students











### Inititial conclusions

- (Lack of) technological robustness
  - Tool access sound/video internet connection (bandwidth)
  - School Home
- (In)Tolerance for reduced technological quality
  - Pupils Teacher students
- (Challenges for) pedagogical implementation
  - In-class activities: e.g. small/large groups, matching time slots
  - Outside-class activities: organization and supervision, e.g. home work collaboration
  - Need for blended learning solutions
- Communication and learning (OpenSim)
  - Increase of access/handling: 4.5 > 5.7
  - > Attractive for IC communication & learning: 4.5
  - Felt comfortable: fairly high on average (5)
  - > Satisfied with own communication: high (6) for active participants
  - Once again: learning to communicate and learning to learn!
  - > Need for learner preparation and (continuous) teacher education

Online Educa Berlin, 4-6 Dec 2013

Trouble-shooting communication: "Can you hear me?"





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# Thank you