

**III Valencian Workshop on Computer-Assisted Language Learning:
EXPLORING VIRTUAL WORLDS**

**III Jornadas Valencianas en torno al Aprendizaje de Lenguas
Asistido por Ordenador:
EXPLORANDO LOS MUNDOS VIRTUALES**

Estas jornadas¹, organizadas por el Grupo de Investigación CAMILLE del Departamento de Lingüística Aplicada de la Universidad Politécnica de Valencia, se celebran en la *Escuela Técnica Superior de Ingeniería del Diseño (ETSID)*, durante los días 16 y 17 de diciembre de 2011, y representan una iniciativa dentro del marco de organización de eventos científicos regionales de EUROCALL (European Association for Computer Assisted Language Learning <http://www.eurocall-languages.org>).

Las jornadas están planteadas como una reunión internacional de expertos con una doble vertiente, teórica y práctica, en la que los participantes puedan debatir e intercambiar de forma dinámica e interactiva experiencias en torno a las posibilidades que ofrecen los mundos virtuales tales como *Second Life* o *OpenSim* en la enseñanza de lenguas extranjeras.

Cada conferenciante invitado llevará a cabo una triple presentación: (1) exposición de los fundamentos teóricos que vertebran la utilización pedagógica de los mundos virtuales; (2) talleres prácticos de su utilización y explotación en el aula de idiomas; y (3) puesta en común y debate entre los participantes.

La justificación científica del evento viene avalada por la creciente necesidad de un conocimiento más profundo, por parte de la comunidad docente, acerca de la creciente influencia que están ejerciendo los entornos tridimensionales en el campo de la educación en relación a temas como la autonomía de aprendizaje, los juegos y las simulaciones, o la comunicación mediatizada a través de la web (Computer-Mediated Communication), un área en creciente expansión y de aplicación prioritaria en nuestros días, sobre todo con la implementación del Proceso de Bologna. Las sesiones teóricas y prácticas pueden contribuir decisivamente a la mejora en la aplicación efectiva de las tecnologías de la información y de las comunicaciones (TICs), tanto de manera local (profesores y maestros de la Comunidad Valenciana), como a un nivel nacional.

¹ Las jornadas tendrán reconocimiento oficial a efectos de actividades formativas para profesorado. Se expedirá un certificado de asistencia a cada participante.

Comité organizador

Presidente:

Dra. Ana Gimeno Sanz

Secretario:

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Vocales:

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D.^a Francesca Romero Forteza

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D. Antonio Martínez Sáez

D.^a Ana Sevilla Pavón

Con la colaboración del
Instituto Interuniversitario de Lenguas Modernas Aplicadas

Con la ayuda de:
**Vicerrectorado de Investigación de la UPV
Ministerio de Ciencia e Innovación**

Con el patrocinio de
Macmillan ELT



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16 y 17 de diciembre de 2011



**EUROCALL 2011
PRECONFERENCE WORKSHOP**
*Escuela Técnica Superior
de Ingeniería del Diseño (Edificio 7B)*
Universidad Politécnica de Valencia
Camino de Vera S/N, Valencia

Graham Davis (Thames Valley University, Reino Unido)

Graham Davies began his career as a teacher of German and French in secondary education in the 1960s, moving into HE in 1971. He has been involved in Computer-Assisted Language Learning (CALL) since 1976 and was conferred with the title of Professor of CALL in 1989. He has lectured and run ICT courses in 22 different countries and has sat on numerous national and international advisory boards. He was the founder president of EUROCALL, 1993-2000. He “retired” from full-time teaching in 1993 but he has continued to work part-time as a consultant. He also keeps himself myself busy editing the ICT4LT website at <http://www.ict4lt.org/>.

● Introduction to Second Life

I shall begin by explaining what Second Life is all about and in which ways it may be of interest to language teachers and learners. I shall then focus on what the newcomer to Second Life needs to know in order to get started. This will include a tour of the CALICO/EUROCALL HQ in Second Life, where there are a number of opportunities for beginners to familiarise themselves with the basics: e.g. moving around, sitting on chairs, picking up objects and viewing presentation screens. If I have time I would like to extend the tour to other locations in Second Life, showing the participants locations where different languages are spoken

Luisa Panichi (Universidad de Pisa, Italia / Universidad de Hull, Reino Unido)

Dott.ssa Luisa Panichi is a Foreign Language Teacher at the University of Pisa, Italy and has been working in virtual world education and research since 2007. She has published in the field of Learner Autonomy, Language Awareness and Computer Mediated Communication and CALL and is the co-author of a text book for Business English. She was local project leader at Pisa University for the EU co-funded AVALON project and is coordinator of the recently approved LLP Euroversity network for the Department of Modern Languages at the University of Hull, UK

● How the AVALON and AVATAR projects can help you teach in virtual worlds!

This presentation will provide language teachers with an overview of the main practical and pedagogical issues surrounding teaching and learning foreign languages in virtual world platforms. Best practices guidelines and a list of challenges will be taken from two main European projects funded under the Lifelong Learning Programme: AVALON and AVATAR. The participants will be introduced to useful teaching support materials which are available online and will experience a virtual world language lesson.

Kristi Jauregi (Universidad de Utrecht)

Kristi Jauregi is a lecturer and researcher in applied linguistics at the Department of Modern Languages at Utrecht University (The Netherlands). Her fields of expertise include synchronous computer-mediated communication in virtual worlds and video-communication, intercultural pragmatics, foreign language acquisition and teacher training, and task-based language pedagogy. She has participated in different ICT projects and has coordinated the European NIFLAR project (Networked Interaction in Foreign Language Acquisition and Research, 2009-2011).

● Mundos virtuales en clase: cómo y para qué

Uno de los retos más importantes que tenemos los profesores de lenguas extranjeras es fomentar el aprendizaje efectivo de la lengua y la cultura meta de manera motivadora en una sociedad dinámica y cambiante. Las nuevas tecnologías, y en concreto lo mundos virtuales, nos pueden ayudar a alcanzar este objetivo. Los mundos virtuales posibilitan el aprendizaje grupal a través de la interacción, la experimentación, el juego y la acción. Pero ¿qué son los mundos virtuales? ¿Qué se puede hacer en/con ellos? ¿Qué tareas pedagógicas se pueden utilizar en esos entornos? ¿Qué requisitos técnicos se necesitan? ¿Cómo se pueden integrar estas prácticas en los cursos de lengua? ¿Cuál es la labor del profesor? ¿Cuál la del alumno? ¿Estimulan un aprendizaje efectivo? En la presentación se irán explorando estas y otras preguntas, tomando como base los resultados del proyecto NIFLAR (2009-2011) en el que participaron alumnos de secundaria y estudiantes universitarios de Holanda y de España haciendo uso de los mundos virtuales Second Life y OpenSim.

Randall Sadler (The University of Illinois at Urbana-Champaign, USA)

Randall Sadler is an Associate Professor of Linguistics at the University of Illinois at Urbana-Champaign, where he teaches courses on Computer-Mediated Communication and Language Learning (CMCLL), Virtual Worlds and Language Learning (VWLL) and Teaching of Second Language Reading and Writing. His main research focus is on the role of technology in language learning, with a particular focus on how Virtual Worlds may be used to enhance that process. He has published in these areas in journals including the Journal of English for Academic Purposes, CALICO Journal, and Computers & Education. His latest book, Virtual Worlds, Telecollaboration, and Language Learning: From Theory to Practice will be published by Peter Lang. He is also the co-owner of the EduNation Islands, which are located in the Virtual World Second Life™, where he may often be found in the guise of his avatar Randall Renoir.

● Virtual Worlds – An Overview and Examination

One of the main strengths of Virtual Worlds like Second Life is that they provide a multiuser 3-D environment that may be utilized for either classroom-based or autonomous language learning. While there is an increasing amount of research into the pedagogical applications of Virtual Worlds, the vast majority of the research presented on the topic at conferences like EUROCALL and CALICO has focused on Second Life. While Second Life is one of the most popular VWs at the current time (especially if differentiated from Massively-Multiplayer Online Games like World of Warcraft), there are a number of other VW platforms that, taken together, dwarf Second Life in terms of users. A few of these include: Active Worlds, Entropia Universe, Furcadia, Club Penguin; and MMOGs like the aforementioned World of Warcraft, Runescape, Lineage II, etc. In addition to these worlds, there are also more customized environments such as Croquet and OpenSimulator. As researchers and teachers of languages, our challenge is to determine which of these environments, if any, is appropriate for the group(s) of students we wish to teach and/or study. This presentation will provide an overview of the most popular Virtual Worlds, including those listed above, and discuss the strengths, weakness, and dangers of each. This information will include any age requirements, how “difficult” the environment is to use, what facilities —if any— are available for teaching, the cost to join, an overview of the user statistics available, and more.

Heike Philp (LANCELOT School GmbH, Alemania)

Heike Philp is Managing Director of LANCELOT School GmbH, an accredited teacher training centre for language teaching in real-time via the internet by means of virtual classroom technology and virtual worlds. With over 20 years in education and with Germany's first live online language school, Philp co-initiated two European funded projects and worked with 35 European partners including 17 universities to develop accredited and certified teacher training courses. These EU Projects are LANCELOT (LANguage learning with CErtified Live Online Teachers, www.lancelot.at) and AVALON (Access to Virtual and Action Learninglive Online, www.avalonlearning.eu). She runs her own online conference, the Virtual Round Table conference <http://virtual-round-table.ning.com> and is co-organizer of the SLanguages conference in Second Life.

● The 5th annual SLanguages Symposium - a conference for language educators on language learning in virtual worlds

The 5th SLanguages conference just took place on EduNation on 16-18 September 2011 and some 500 participants (294 avatars) and 199 participants in Adobe ConnectPro) enjoyed a 3-day program by some 72 guests speakers and Second Life acteuirists offering 39 sessions. Amongst which were 20 presentations, 3 plenaries, 3 workshops, a theatre play, 8 tours, 5 language demo lessons, 2 artist exhibitions, a variety show and of course the renown SLanguages party. Heike Philp aka Gwen Gwasi, who was one of the main organisers, will present the highlights of this conference which included a keynote by Hayo Reinders, a workshop featuring SLooodle 2.0, a Jane Eire theatre play by language learners, a Japanese dance performance, a DJ supported opening show of two artists in SL and two special tours, one to World of Warcraft by Lyr Lobo and one to a role-playing combatting sim in SL (real serious games). She will talk her listeners through the highlights of the 30h recordings of this conference, which have all been published.

PROGRAMA

Viernes, 16 de diciembre de 2011

Escuela Técnica Superior de Ingeniería del Diseño (edificio 7B), UPV

9.00 – 9.30	Recogida de documentación.	Vestíbulo
9.30 – 10.00	APERTURA DE LAS JORNADAS. <i>Juan Juliá Igual</i> (Rector de la UPV) <i>Enrique Ballester Sarrias</i> (Director de la ETSID) <i>Ana Mª Gimeno Sanz</i> (Directora del Grupo de Investigación CAMILLE)	Salón de Actos
10.00 – 10.30	Café de bienvenida.	Vestíbulo
10.30 – 13.30	PRESENTACIONES TEÓRICAS. <i>Randall Sadler</i> . Virtual Worlds – An Overview and Examination <i>Graham Davies</i> . Introduction to Second Life <i>Kristi Jáuregui</i> . Mundos virtuales en clase: cómo y para qué	Salón de Actos
13.30 – 14.00	EDITORIALES Y PÓSTERS	
14.00 – 16.00	Comida	
16.00 – 17.00	TALLER Graham Davies	
17.10 – 18.10	TALLER Randall Sadler	
18.20 – 19.20	TALLER Kristi Jáuregui	

Sábado, 17 de diciembre de 2011

10.00 – 12.00	PRESENTACIONES TEÓRICAS. <i>Luisa Panichi</i> . How the AVALON and AVATAR projects can help you teach in virtual worlds! <i>Heike Philp</i> . The 5 th annual SLanguages Symposium - a conference for language educators on language learning in virtual worlds	Salón de Actos
12.00 – 12.30	Descanso	
12.30 – 13.30	<i>Rick Shepherd (Macmillan)</i> . Adding value to ELT through educational technologies	
14.00 – 16.00	Comida	
16.00 – 17.00	TALLER Luisa Panichi	
17.10 – 18.10	TALLER Heike Philp	
18.20 – 19.00	CONCLUSIONES. Puesta en común y clausura de las Jornadas	
20.00	Visita guida por Ciutat Vella – zona histórica de Valencia	

INSCRIPCIÓN

La inscripción se realiza online a través del Centro de Formación Permanente de la Universidad Politécnica de Valencia: <http://www.cfp.upv.es/formacion-permanente/index/index.jsp>

Tasa de inscripción: 30 €

(25 € de tasa de inscripción + 5 € recargo UPV por inscripción + 0.5% recargo UPV bolsa de contingencias)