Language Learning with Machinima
EU funded CAMELOT project (2013-2015)

Lifelong Learning Programme

July 2015 CAMELOT Project Newsletter

Hello everyone

Happy holiday season, have a great summer everyone!

The July Interview with Carol Rainbow

Carol has been using Second Life as a teaching platform for the last six years for teaching ESL and e-safety. Currently she is a tutor for The Consultants-e, was a tutor in Language Lab and is interested in developing machinima to aid language learning and teaching. Carol has designed a machinima open online teacher training course for the CAMELOT project and has taught on both iterations. Together with Christel Schneider she has published a book on Making and Using Machinima in the language Classroom.
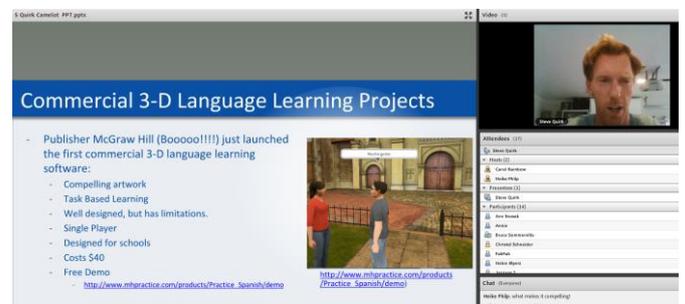

To see the interview: https://youtu.be/FOqlEPGG2fE

3-D Simulation, Virtual Reality and Task-Based Language Learning - Webinar by Stephen Quirk

In this presentation Stephen highlighted some of the key developments in 3-D simulation technology for foreign language learning. He referenced current products, examined some of the existing challenges and opportunities and raised questions to help direct future areas of development.

While Computer-Assisted Language Learning (CALL) has historically underwhelmed in terms of overall effectiveness, this is about to change with advances in 3-D simulation technology and associated pedagogical techniques. In particular, 3-D simulation can help realize some of the key findings and principles currently being demonstrated in Task-Based Learning (TBL). At its core, 3-D simulations create virtual worlds and canvasses where "tasks" or quests can effectively be designed and executed. A big key to this potential success is the naturally "immersive" environment of these virtual worlds. Two exciting features of 3-D simulations that can apply directly to SLA are Multi-Player modes which foster collaboration and virtual reality (VR). Though VR has historically been seen as a "far off" technology, significant commercial interest is rapidly accelerating the point of popular adoption this year (2015). The "immersive" nature of VR is compelling and could have major implications for SLA.

The CAMELOT Project Apps

The CAMELOT Project apps are beginning to take shape, there will be more news next month but in the meantime if you have some suggestions about what you would like to have in an app to created exercises around using machinima please let us know!

The CAMELOT YOUTUBE Channel
The CAMELOT Project WEB SITE

A Final Dissemination CAMELOT Project Event

There will be a CAMELOT Project Panel discussion at the Institute of English Studies and the Centre for Modern Languages (ZeMoS) at Leuphana University Lüneburg as part of the Language, Learning, Technology, 2015 Conference, Nov 20 – 21 2015.

There will be a pre-conference workshop event on making machinima run by Christel Schneider: **Innovating language teaching and learning by empowering teachers to use video (machinima) with their learners**

In the first part of the workshop participants will look at some very powerful videos created for language teaching and learning within the CAMELOT project and discuss how they can be applied to your own teaching. A number of activities will be developed around the videos ready to use in classroom teaching. Participants will be invited to a follow up after the workshop in Second Life and take part in a machinima teacher training self-study course. The workshop will be held on the 19th November almost certainly during the afternoon.
Dr Michael Thomas is presenting the opening keynote.

The Machinima Teacher Training Course

We have just come to the end of the second iteration of the machinima teacher training course which was enjoyed very much by the participants. Though very challenging the participants have been quite successful in learning to make machinima for their students. All those questioned said that they would like to make and use machinima into the future.
The machinima created:

- Desiderata by Gosia
  https://www.youtube.com/watch?v=y8NJ4OmCiDc

- Lab Safety HKU by Christina
  https://youtu.be/kaY5BqlfcvE
- Prepositions by Martina
  https://youtu.be/hO400vLz9BY
- Going Places by Ozlem and Alicja
  https://youtu.be/yWG2nYKjG9c
- The Interview by Gosia
  https://www.youtube.com/watch?v=DOT_rzfIusA
- The Hotel by Martina
  https://youtu.be/db6bZP994Sg
- Martina: Smart Trousers
  https://youtu.be/m1XY3T2vmyYMartina
- Planning a long weekend by Ozlem and Alicja
  https://www.youtube.com/watch?v=1LpRMt2hfQI

The CAMELOT Project was presented at EDULEARN 2015

On 6-8 July Małgorzata Gawlik-Kobylińska participated in the international conference in Barcelona organized by the International Association of Technology, Education and Development - IATED.

The event annually brings together hundreds of delegates from countries around the world. The purpose of participation in the conference was to bring the audience closer with the issue of machinima as a didactic tool in linguistic education (the session on Technology Enhanced Learning was moderated by Prof. Mark Wilkinson from the National Institute of Education in Singapore).

From an earlier dissemination project and training workshop see teacher's reactions to machinima:
DEEP UKRAINE Workshop on Machinima Interview