



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



June 2015 CAMELOT Project Newsletter

Hello everyone

As we are approaching the summer holiday for many of us life has moved into a frenzy of activity in an effort to arrive at the end of the term with everything completed. There have been many recent activities from the CAMELOT Project consortium and all partners have been very busy.

The second iteration of the teacher training course is nearing the end and already everyone has started creating machinima. We are looking forward to seeing and sharing some of the outcomes over the next few weeks.

The June Interview with Stephanie Wössner

Stephanie has been a foreign language teacher in English, French and Japanese since 2008. She has contributed to various conferences as a speaker, including Cyberlangues Aix-en-Provence and Cyberlangues Belleville-sur-Saône and Learntec, and has been a speaker at a number of web conferences. Stephanie has carried out a French-German school project with Christophe Jaeglin (*Un autre monde/ Eine andere Welt*). This project has received a number of awards. The project started in 2012 and is still on going. “Un autre monde / Eine andere Welt” is a virtual exchange project she’s been conducting since 2012. It’s a global simulation scheme, which means that students invent their own identities, in her case the German students become French and the French students become German, Austrian or Swiss. The teachers involved have their own fictional identities. The frame of the project is a fictional European programme called “European Youth”. The main idea of this project is that teenagers from Europe live together as roommates (mixed groups) and live and learn together about each other’s cultures. Tasks are presented as “Machinimas” (videos from the virtual world of Second Life), the students work together

using Web 2.0 tools (e.g., Edmodo, ToonDoo).

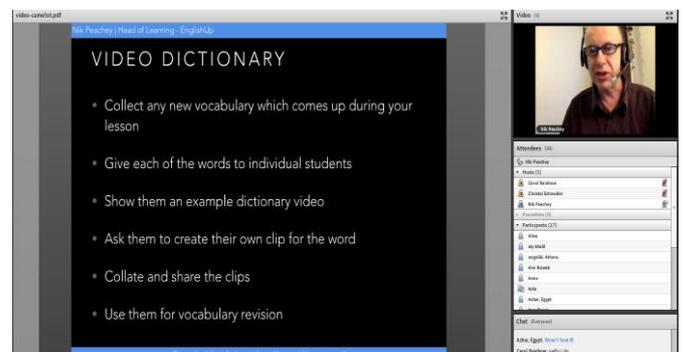
In this interview Stephanie highlights how her students’ engage in work and how using technology can enhance collaboration and communication in language learning, resulting in better learning outcomes. See: <https://youtu.be/YRL9x6vsxtc>



CAMELOT Webinar by Nik Peachey

We had an inspiring session with Nik Peachey called “Getting the best from digital video” in which he looked at a range of tools and techniques which could be employed to exploit the capabilities of digital video. Nik included a range of ideas and suggestions for both online courses and classroom use. To watch the recording go to:

<http://breeze01.uclan.ac.uk/p87ze0ohn6t/>





Disseminations of The CAMELOT Project

Project partner, TELLCONSULT, introduced the CAMELOT project and the educational potential of videos shot in 3D environments for (language) education at the bi-annual [NIOC conference](#) in Enschede, the Netherlands. The presentation highlighted the development and results of a pilot for mathematics in a Content & Language Integrated Learning (CLIL) context.



Find more information on [Ton Koenraad's blog](#).

The Eden Conference

The CAMELOT project was presented by Christel Schneider on behalf of UCLan in one of the Synergy strands at the Eden Conference in Barcelona 9-12 June. The conference offered great opportunities for networking and possible synergies between projects. In this context the EMMA project <http://platform.europeanmoocs.eu/> in which our network partner from Audiovisual Technologies Informatics & Telecom- ATiT, Belgium is involved, seems to offer great potential for the Machinima Open Online Teacher Training Course MOOT to be established as MOOC.



A Final Dissemination CAMELOT Project Event

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

The CAMELOT Project App Development

The CAMELOT Project mobile apps are beginning to take shape. There will be two apps, the first one will give the resources to teach machinima making. The second app will have templates for teachers to make language exercises with their machinima. It will be available through the web on all devices, adjusted to fit the appropriate screen size. 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 create exercises around using machinima please let us know!

The CAMELOT Project Award Winner

“Thank you CAMELOT for the 2015 Award for best language teaching machinima and lesson plan. Just a few hours ago I received my award prize with probably the best online language course provider for a free course of my choice. Time to brush up my French or Italian. Feeling awesome at EduNation Island, Second Life”

Helena Galani is a resident of Second Life and English teacher in Greece who did the MachinEVO session earlier this year. See <https://youtu.be/FY0L2R5J3Eo>

[The CAMELOT YOUTUBE Channel](#)

[The CAMELOT Project WEB SITE](#)