



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



March 2015 CAMELOT Project Newsletter

Hello everyone

Here is an update of news, machinima, presentations and webinars that have all made up the recent activities from the CAMELOT Project consortium.

CAMELOT was presented in the Netherlands

Invited by the organisers of the Dutch section of the EU Association Européenne des Enseignants (AEDE) Ton Koenraad (TELLConsult) presented at their [annual conference](#) on the educational potential of 3D platforms for telecollaborative learning & internationalisation@Home.

In this context the CAMELOT Project was referred to when he highlighted the potential of developing intercultural competences by having international student teams produce Machinima.

Earlier that same week he attended another [conference in Amsterdam](#) on internationalisation in primary and secondary education co-organised by a number of parties including the National Agency.



Finally in a workshop for the [Medilex Education group](#) on ICT tools to support the development of

speaking skills some ideas were listed for whole-class discussion and presentation skills when using specific videos and machinima in the classroom.

At all three conferences flyers about EU projects (Euroversity, CAMELOT, SmartVET) were distributed including one with [TELLConsult's offer of Erasmus+ summer courses](#) based on them.

For more detail and links to presentations, resource pages, video impressions and photos see [his related blogpost](#).

Spot On –Video Interview Serap Yildiz

Serap Yildiz describes how she got involved with and engaged in creating machinima for language teaching and how this influenced her studies and future teaching. This is an impressive interview with lots of interesting viewpoints on learning and teaching with machinima.

<https://www.youtube.com/watch?v=NKNwKMm-u3c>





Euroversity Interview with Christel Schneider

Questions:

1. Why do you use virtual worlds?
2. How do you use virtual worlds in your context?
3. Why did you get involved in the Euroversity network*?
4. How has the Euroversity network supported you and your work? How might the network support you in the future?
5. What three things would you say to someone who is thinking of using virtual worlds in an educational context?



<https://www.youtube.com/watch?v=hiKGL-Dwpzk>

* Euroversity is network partner of the CAMELOT Project. If you have colleagues who would like to join the network, please get them to sign up at: <http://camelotproject.eu/join-the-network/>

University of Istanbul Machinima

- [FILM 1 CAMELOT FINAL](#)
- [FILM 2 CAMELOT FINAL](#)
- [FILM 3 CAMELOT FINAL](#)
- [FILM 4 CAMELOT FINAL](#)
- [FILM 5 CAMELOT FINAL](#)

Lingua TV present CAMELOT and their own Machinima!

LinguaTV presented Camelot at the *CeBIT* from the 14-18 March 2015. The *CeBIT* in Hannover is the biggest trade show for computer, information technology and communication.

Lingua TV have created a set of machinima for field testing teaching German through machinima:

1. [Conversation with a waiter](#)
2. [Buying a Painting](#)
3. [In the gallery Part1](#)
4. [In the gallery Part2](#)
5. [Conversation with police](#)



CAMELOT Webinar Series

Coming Soon

James Paul Gee, Arizona State University	11th May 2015	Video, Games, Language Learning and Literacy
Dr. Andreas Lober	27th March 2015	Producing machinima in virtual worlds: What are the legal issues?
Ramazan Zengin, University of Istanbul, Turkey	24th March 2015 20.00 Turkish time	Yabancı Dil Öğretiminde Machinima Kullanımı (in Turkish)

[CAMELOT YOUTUBE CHANNEL](#) / [CAMELOT WEB SITE](#)

