



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



November 2015 CAMELOT Project Newsletter

Hello everyone

The CAMELOT Project officially finishes 30th November and we have had a couple of wonderful end of project sessions to share with you!

The November Interview with Ann Nowak



Ann Nowak talks to Christel Schneider about her experiences with using machinima in her language classroom. After Ann had created her first machinima at MachinEVO in 2014 she got really hooked and has created over 50 machinima since. She was part of the moderating team at MachinEVO 2015 and also talks about her experience as a moderator.

To see the interview visit:

https://youtu.be/DBdP_GOAJXs

8th SLanguages Annual Symposium Conference



On Saturday and Sunday 14th and 15th of November 2015 SLanguages Annual Symposium took place for the 8th time on EduNation in Second Life®.

The conference featured

machinima created and used by language educators and as one of the main program parts; we enjoyed a machinima film festival.

To see the recordings visit: <https://goo.gl/K7lm4E> where they have been added to the programme.

The CAMELOT consortium took part in a panel discussion sharing information about the findings of the project.

Tuncer Can told the audience about the theoretical framework and literature review.

Ellinor Haase talked about the teacher training and the accreditation on behalf of the ICC as the accrediting body.

Christel Schneider shared some Research results of the two Machinima Open Online Training courses as well as some field testing results.

Heike Philp shared information about dissemination.

Ton Koenraad shared his ideas for the exploitation of the project as it draws to a close.

To watch the recording visit:

<http://lancelot.adobeconnect.com/p9nsyy06iwm/>



[The CAMELOT YOUTUBE Channel](#)

[The CAMELOT Project WEB SITE](#)



Keynote Presentation at Lüneburg

Dr Michael Thomas, University of Central Lancashire, Preston, UK presented “Critical Perspectives on CALL and the Potential of Task-Project- and Phenomenon-based Learning with Technology at the Conference **Language. Learning. Technology** at the Institute of English Studies, Centre for Modern Languages, Leuphana Universität, Lüneburg, 20 November 2015.



His breath taking presentation explored the potential of approaches such as tasks-, project and phenomenon based learning to utilise technology in informed ways on a realistic rather than uncritical understanding of what they are capable of. In his talk Michael Thomas referred to the CAMELOT project which examined the pedagogical potential of recorded digital videos, created within immersive environments as an excellent model of good practice.

It was interesting to observe that conference attendees and speakers referred to Michael’s powerful presentation throughout the conference.



The Panel Discussion at Lüneburg

Dr Michael Thomas, moderated the Panel on “Using Machinima in the foreign language classroom,” reporting on the EU-funded CAMELOT Project at the Conference. “Language. Learning. Technology” was held at the Institute of English Studies, Centre for Modern Languages, Leuphana Universität, Lüneburg, 20 – 21 November 2015.



Sandra Gasber from LinguaTV, Germany, Jana Cepickova, University of West Bohemia, Czech Republic, and Christel Schneider, University of Central Lancashire, UK, presented and discussed the phases of the CAMELOT Project from their specific perspectives. Sandra Gasber investigated on the advantages and challenges of shooting Machinima in a 3D environment, compared with creating videos with actors in real-life locations. Jana Cepickova talked about field testing Machinima with engineering students learning English for technical purposes in the Czech Republic. Christel Schneider shared the some insights into the evaluation of two teacher training courses, discussing the benefits and challenges of using and creating machinima in language teaching, emphasising the potential for language learners when producing their own machinima.

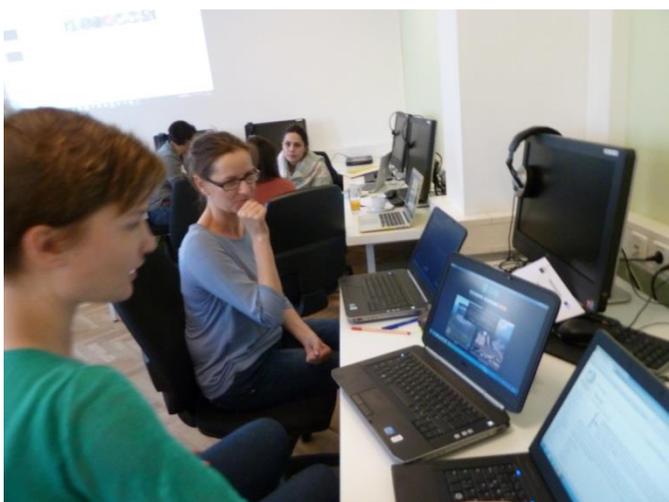


During the final discussion some attendees criticised the sexist role that seemed to be communicated through the appearance of the avatars, but understood that the avatars were students' individual choices and that the range of varieties of avatars whether male, female, old, young, black, white could not all be reflected in the short excerpt of videos demonstrated.

Machinima Workshop - a pre conference session at Lüneburg

Christel Schneider ran a pre-conference workshop prior to the conference start on 19 November 2015:

“Innovating language teaching and learning by empowering teachers to use video (machinima) with their learners”



The workshop was attended by language teaching staff of the Leuphana University. During the first part of the workshop a number of videos created for language teaching and learning within the CAMELOT project were shared and discussed how they could be applied to teaching. The second part of the workshop was devoted to experience and getting acquainted with Second Life® and to get some ideas of scenarios for filming. Participants were eager to meet in Second Life® at a time to be arranged with the facilitator to get familiar with virtual worlds and get started with filming.



The CAMELOT Project November Webinar

PETALL: a European project on technology-mediated TBLT - Antonio Lopes Recording:

<http://breeze01.uclan.ac.uk/p6jq198j0fw/>

This webinar was held on Friday, Nov 27, at 10:30am UK time, a final CAMELOT Project Webinar.



PETALL is the acronym for European Task-based Activities for Language Learning. This is a project funded by the European Commission through the Lifelong Learning Programme and aims to promote the learning of foreign languages through the implementation of ICT-mediated tasks in the classroom, by providing samples of good practice in line with the recommendations of the common European framework of reference for languages (CEFR) and by offering teacher training courses in the area.



CAMELOT offers ErasmusPlus course for language teachers

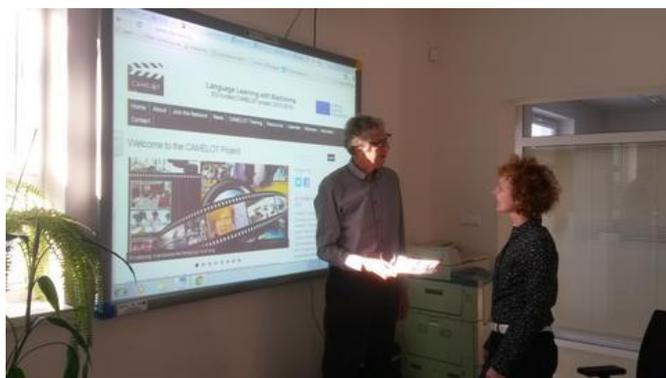
The EU project CAMELOT is the initiator of the blended course 'Digital Video in Language Education' offered in the course catalogue of the EU School Education Gateway portal:

<http://www.schooleducationgateway.eu/en/pub/tools/catalogue.cfm>

Project partners will contribute workshops and online coaching sessions on how to produce videos for language education in 3D, virtual environments like Second Life and Open Sim or game-based applications such as Minecraft.

For the full course description and (pre-) registration see the current courses pages of CAMELOT partner, TELLConsult here:

<http://www.schooleducationgateway.eu/en/pub/tools/catalogue.cfm>



TELLConsult's final CAMELOT dissemination activities included a short presentation and flyer distribution action during a visit to the Polish coordinator and partners of the EU Comenius Regio project ABULA ALBA.

In the past month they also produced the clip 'Samples Compilation to illustrate Machinima use for Language Education' to support the project's exploitation research in the Modern Language educational publishing industry in the EU to find out key players' views on the potential of machinima for language teaching & learning materials.

December Interview with Alicja Bomirska

In this interview Alicja describes her experience of teaching with machinima in a Polish Secondary School.



To watch the recording visit:

https://youtu.be/7a_QAkiDRac

Alicja was one of the teacher participants from the CAMELOT teacher training course 2. Prior to that she had not been in Second Life® but she learned a lot and made machinima during the course which she used in her class. After that Alicja decided to introduce the machinima about DareDevil Dave to her students in hopes of inspiring her students to write what Dave dreamed about.

It is very interesting to listen to Alicja sharing her experience and what her learners thought of learning with listening and speaking with machinima and how she used it to measure the productive skills of her students.



<https://youtu.be/QQASLwcHN7g>