



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



## September 2015 CAMELOT Project Newsletter

### Hello evervone

The CAMELOT Project is working steadily towards its conclusion. The app is still in production, final events, conferences and symposiums are being planned, please read on...

### The September Interview with Ton



Ton Koenraad, MA, MEd. (TELLConsult, Netherlands)
Ton Koenraad, former secondary school language (EFL)
teacher, worked for twenty years as teacher educator
& e-project manager at the Faculty of Education of
Hogeschool Utrecht University of Applied Sciences in
the Netherlands.

He has initiated, coordinated and evaluated international projects in the fields of computer supported innovation in education and for modern language and teacher education in particular. He currently works for TELLConsult, an independent consultancy. Its main activities are related to participation in EU educational projects and the professional development of teachers and teacher educators.

His special interests within the Computer Assisted Language Learning (CALL) and e-Learning domains are Instructional Design, Telecollaboration, Mobile & Interactive Classroom Technologies and 3D Virtual Worlds. His publications and contributions to

conferences are available from his personal pages. Home Page: http://www.koenraad.info

#### The CAMELOT Project App

The CAMELOT Project apps are being created. It should be possible for everyone to trial them very soon, hopefully there will be information in next month's newsletter about how to access them.

## Dissemination of the CAMELOT Project

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.

There will be a pre-conference workshop event on making machinima run by Christel Schneider. In the first part of the workshop the atendees 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 one's own teaching. Atendees will develop a number of activities around the videos ready for use in your classroom. Participants will be invited to follow the workshop by taking part in a machinima teacher training self-study course.

For the full abstract see: <a href="http://bit.ly/1jtlUtE">http://bit.ly/1jtlUtE</a>

### Webinar with Sally Reynolds

"The changing use of video in teaching and learning" was held on Friday, 25 September 2015, 10:30am UK time.



To watch the recording visit: <a href="http://breeze01.uclan.ac.uk/p3i6wk3xwsj/">http://breeze01.uclan.ac.uk/p3i6wk3xwsj/</a>

During this presentation, Sally talked talk about how and why video is increasingly seen as a useful teaching tool and introduced us to the Medea Awards.



# 8th SLanguages Annual Symposium Conference



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

innovating teaching and learning of languages in virtual worlds are invited to contribute their own professional or academic efforts and to present them in a scientific paper and presentation. <u>CALL for Papers</u>

Submission deadline 15 October 2015.

This year, we are especially delighted to showcase the results of the CAMELOT project. The conference will be featuring machinima created and used by language educators and as one of the main program parts, we will enjoy a machinima film festival.

All of the sessions take place on EduNation in Second Life® and are screen shared with Adobe Connect to provide 'a virtual window' to a 'virtual world'. You can attend SLanguages even without having to create an avatar in Second Life. <a href="http://slanguages.org/">http://slanguages.org/</a>

Already there are some very interesting sessions booked up so put the dates in your diary! The

programme will be shared with all of our network partners shortly.

### Playing with YouTube and Machinima

An interesting YouTube development which is completely free to use is the ability to add annotations to videos or machinima and these can be used as hyperlinks to other videos.

With a lot of short videos, even though it is a very fiddly process, it is possible to create totally interactive machinima.

Meet Jimmy, a stickman who likes doing things. This is the first set of three verbs but we have footage for many more similar machinima.

It would be interesting to know whether anyone is able to try this out with young learners to see if it is of any interest at all! If you try it please let us know!

### https://youtu.be/osqp3NIQyhY





Reminder: Have a look at the Machinima courses on Lingorilla.com. <a href="https://www.lingorilla.com/af/camelot">www.lingorilla.com/af/camelot</a>.

The CAMELOT YOUTUBE Channel
The CAMELOT Project WEB SITE