



Creating Machinima Empowers Live Online Language Teaching and Learning

2.6 Mobile Application for Videos with Learning Activities



Disclaimer

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



EU FUNDED CAMELOT PROJECT (2013-2015)

Deliverable Number: 2.6

Deliverable Name: Mobile Application for Videos with Learning Activities

Description: The training KIT for project partners prepared for mobile devices is an innovative element for the learning and teaching processes. It aims to include short, concrete instructions and brief videos (according to the philosophy of micro-learning, a type of methodology for learning with the use of mobile devices). Short learning activities are also related to instant learning (giving information in small comprehensive chunks with a variety of activities). Foreign language fans can obtain brief films related to presenting vocabulary, dialogues and scenes (such as shopping in a store, attending a business meeting, a job interview or a TV interview).

Dissemination Level: Public

Signed off by: Project Coordinator

Date Signed off: 16 November 2015

European Commission Lifelong Learning Programme Key Activity 2 (ICT)

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[2.6 Mobile Application for Videos with Learning Activities](#)

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[2.6.1 Mobile Application Development Sheet](#)

The result of meetings and partner consultation about the functionality and design of the mobile application.

[2.6.2 NDU Mobile Application Development](#)

A presentation showing a walkthrough of an early prototype of the mobile application developed by the partner NDU.

2.6.3 The Mobile Application: Design Considerations (Only for partners)

A spreadsheet used by partners to provide an opportunity for further feedback, discussion and modification of the mobile application.

[2.6.4 A Presentation of the Draft Mobile Application and Corresponding Teacher's Web Site](#)

This was one of the early versions shared with project partners. It was made only for Android phones as the iStore does not allow draft versions to be shared. It shows the teacher's web site where they would add machinima and develop language learning activities for students.

[2.6.5 Introducing the CAMELOT Mobile Application](#)

A description of the final teacher's web site that accompanies the mobile application.

[2.6.6 Video Demonstration of the Mobile Application](#)

This is a link to a video demonstration of the CAMELOT mobile application aimed at helping teachers use and understand its functionality.

[2.6.7 Mobile Application Development Questionnaire](#)

Teachers were invited to respond to a needs analysis questionnaire so that mobile application developers could get a clear picture of desired functionality.