

3D VIRTUAL WORLD ENVIRONMENTS

Computer Applications for
Second/Foreign Language
Learning

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Workshop aims:

- To introduce 3D virtual worlds as a CALL application in the L2 context
- To exemplify this application from a project at the University of Essex
- To give participants the opportunity to explore a virtual world
- To exchange ideas and thoughts about the potential of this tool in the L2 context

- Three-dimensional virtual worlds (3D VWs) are sophisticated, multi-user virtual environments (MUVEs), such as Second Life and SIMILLE, designed to enable real-time computer-mediated interaction.
- Avatars
- Construction of objects and creation of places
- Capabilities for various types of communication

Definition

SECOND LIFE



L2 Learning principles: A Sociocultural Theory (SCT) view

- Learners
- Language
- Learning mechanisms & processes
- Instruction

Learners

- Learners are active participants in the construction of how they learn.
- They relate themselves to others and to the learning task based on their educational history, their self-constructed goals, their motivation, and what they perceive as important in a task within a sociocultural context.

Language

- Grammar emerges in speech, through dialogic activity.
- Meaning and form are dependent upon one another.
- Language is a system of conventions which enables individuals to fulfil their communicative needs and to create meaning through its use

Some learning mechanisms and processes

- Producing language
- Dialogic activity
- Private speech (self-addressed speech)
- Imitation
- Language play

Instruction

- Instruction precedes and shapes development.
- Teachers can tap into learners' emerging capacities to maximise instruction potential.
- Creating intersubjectivity is key to development, e.g., supporting engagement, joint attention, use of language to share ideas, plans, goals, beliefs.

- Introduction to Second Life
- <http://www.youtube.com/watch?v=CaLKF eJLnqI&feature=related>
- An overview of educational uses of Second Life including educational locations, tools, and learning archetypes that are applicable to Second Life.
- <http://www.youtube.com/watch?v=qOFU9 oUF2HA&feature=related>

VIDEO OF SECOND LIFE

EXAMPLE OF ELT/L2 IN SECOND LIFE

British Council Learn English Second Life for Teens
<http://www.youtube.com/watch?v=aERvhgSjiH0&feature=related>

Learn English in Second Life—

Other languages (Avatar languages)
<http://www.youtube.com/watch?v=KKzkfyqIJY8&feature=related>

The Robin Hood Quest on the British Council Isle in Second Life

<http://www.youtube.com/watch?v=Sty91tJZyqA>