Technology for Language Teaching

Contents:

The course aims at familiarizing graduate students with a wide range of theoretical issues regarding computer-assisted language leaning (CALL) and some practical ways to use in classroom settings. Since developments in technology are rapid, constant modifications in the syllabus are inevitable. The materials will address topics that help students know the history of CALL and be able to discuss the probable advantages and disadvantages of applying the relevant technologies.

Objectives:

- By the end of the course, students will be able to look critically at, and apply, the following core issues in CALL including listservs, video conferencing, social networking, netiquette, WebQuests, social networking, weblogs, websites, podcasts, aggregators, wikis, portals, LMSs vs. VLEs, CMC, concordancers, Web literacy, synchronous vs. asynchronous online communication, iCALL, MALL, RALL, Netlingo, Web 2.0, Web 3.0, and open source tools.

- Students are expected to know more about CALL-related associations and learning environments such as CALICO, EuroCALL, WorldCALL, Webheads, and Electronic Village Online (EVO).

- Students are encouraged to find and join organizations or groups which have CALL-related concerns in the country.

- By the end of the course, students are expected to relate their understanding of CALL to current concerns in foreign language teaching such as critical pedagogy, linguistic/electronic imperialism, multiliteracies, multitasking, learning strategies, world Englishes, globalization, collaborative learning, leaner autonomy, scaffolding, etc.

Evaluation:

MIDTERM	FINAL	PROJECTS	PARTICIPATION & BONUS
15%	40%	30%	15%

Sessions and Themes/Topics:

1. Introduction to the course
2. The context of CALL and its historical perspectives
3. Researching language learning in the age of social media; the changing focus of research in CALL
4. Materials design in CALL: Social presence in online environments
5. CALL and concepts from SLA
6. CALL applications
7. Hypertext, hypermedia and multimedia
8. Language learning in virtual worlds
9. Digital games, language learning, and MALL
10. The place of collaboration and negotiation of meaning in CALL
11. Theoretical and pedagogical concerns: Software development and classroom practice
12. CALL and learner autonomy: Affordances and constraints
13. Current research interests

Term Projects:

A series of thought questions are raised throughout the semester. Students are supposed to delve into the issues given in the question and use his or their own language to answer the questions no later than the last session.

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