

Learning In Tandem

Augmenting Tandem Language Learning With Technology

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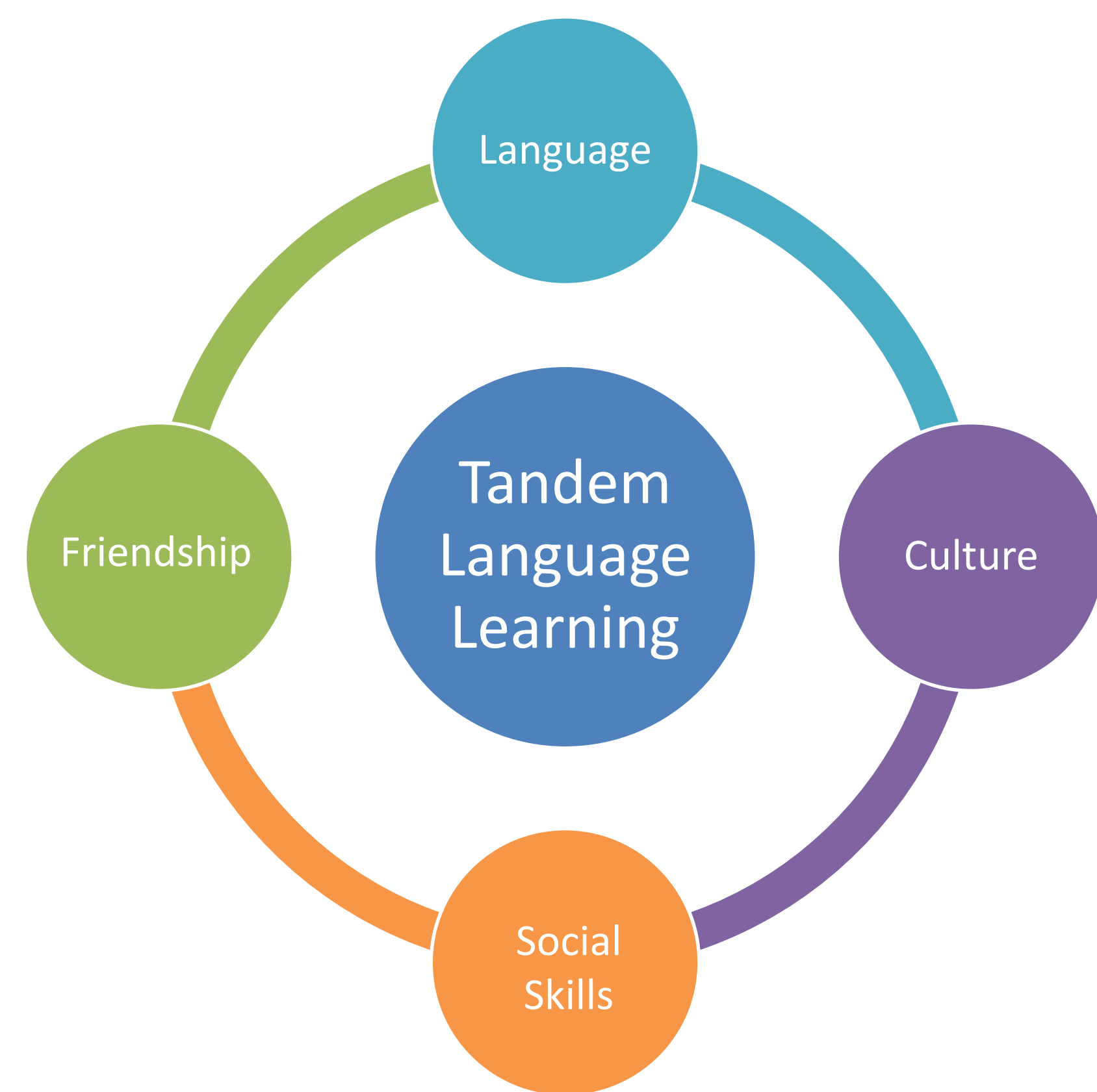


Figure 1: The four pillars of Tandem Language Learning

Tandem Language Learning

Tandem Language Learning is a collaborative learning model based on the mutual exchange of language between partners[1,2].

Goals:

- Conduct a study to understand the tasks and context of tandem language learning
- Design a computer-assisted language learning software prototype using the insights derived from the initial study
- Evaluate the software prototype

Participatory Observational Study

To understand the tasks and context of tandem language learning, we conducted a participatory observational study of a tandem language learning environment, and interviewed its administrator and four participants. From this study, we created recommendations for tandem language learning scenarios.

Computer-Assisted Language Learning Software

Study Results:

- Conversation facilitators improve the interaction between partners, which in turn increases the opportunities for language learning
- An introduction phase is important for allowing partners to become comfortable with each other
- The ability to translate words, display definitions, and draw/markup text or pictures, aids learners in times of confusion

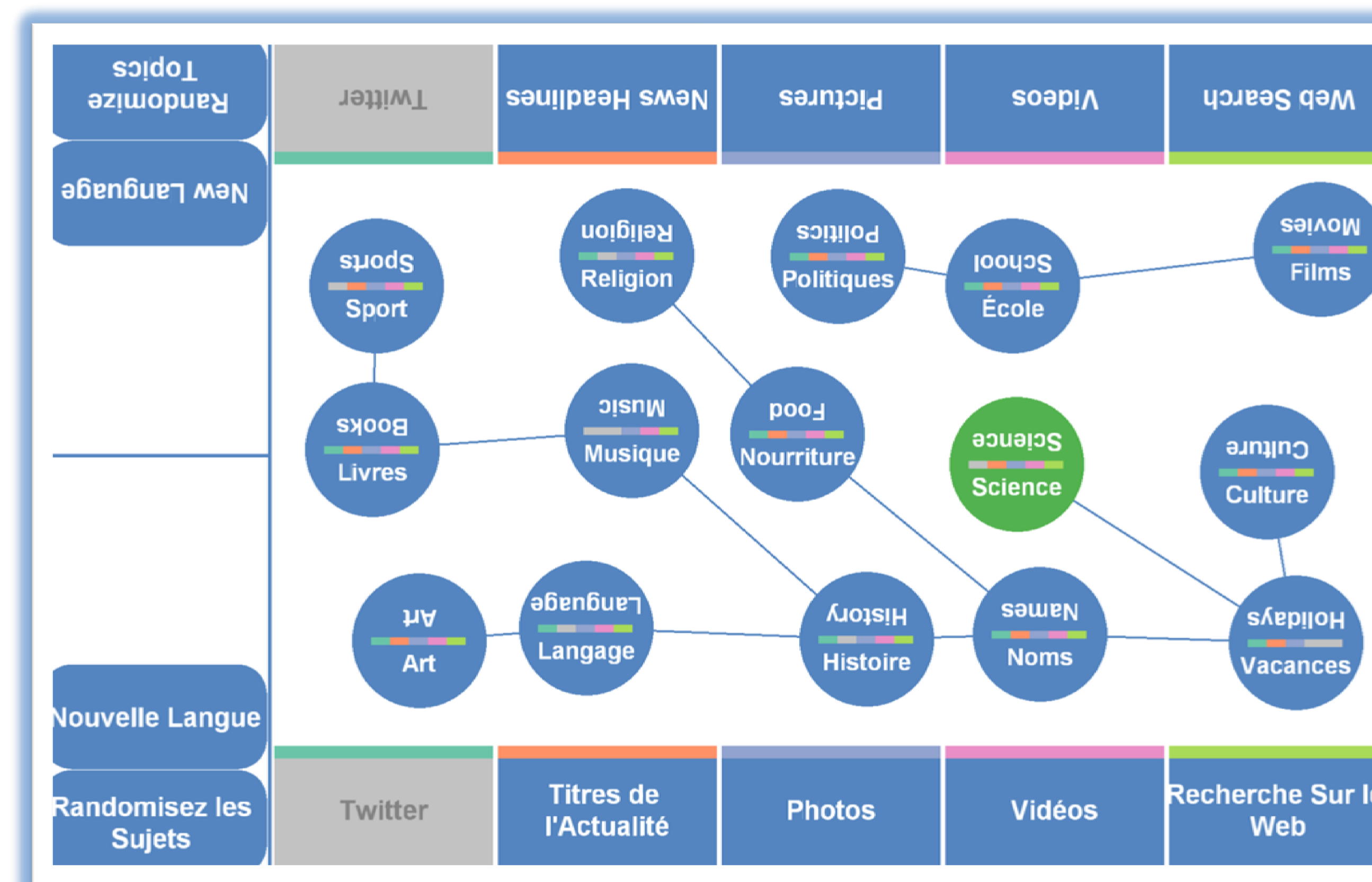


Figure 2: Main interface of the multi-touch software prototype

Prototype Features

- Suggests topics of conversation and corresponding activities
- Creates the user-interface directly from shapes
- Allows users to use gestures to interact with digital media elements such as text, hyperlinks, images, and videos
- Ability to select, highlight, and translate words
- Integrates Flickr's, YouTube's, Twitter's, Feedzilla's, Diffbot's, and Bing's web service APIs to reach its overall functionality
- Utilizes the Java programming language and our toolkit, Simple Multi-Touch, which was presented at UOIT's Student Research Showcase 2011

Future Work

The software prototype will be evaluated at the University of Ontario Institute of Technology at the end of the 2012 summer.



Figure 3: Two learners using the multi-touch software prototype

References

- [1] Language Learning In Tandem – eTandem. August 2012.
www.slf.ruhr-uni-bochum.de/Tandem/index.html
- [2] Tandem City. August 2012.
www.tandemcity.info



Figure 4: Two learners using the multi-touch software prototype