

EUROCALL 2019 — Teacher Outreach Event

Wednesday 28 August 2019

Room	SOCR-242	SOCR40	SOCR41	SOCR43	SOCR20	SOCR23	SOCR25
09:00	WORKSHOP	WORKSHOP Utilizing free, corpus-based wordlists and tools to teach vocabulary Charles Browne	WORKSHOP Creating your own corpus-driven CALL materials from A-Z Emily Sheepy Clinton Hendry		WORKSHOP What is an LMOOC? The what, the how and the best practice Elena Martin-Monje Kate Borthwick	WORKSHOP Web 2.0, virtual reality and interactive videos in foreign language teaching and learning Salvador Montaner-Villalba Alice Gruber	WORKSHOP Language learning through gaming: Embracing changing platforms for learner interaction Chris McGuirk Susanna Nocchi
10:30	<i>Break</i> SOCRATE HALL						
10:45		Let's go to the MALL? Revisiting classroom activities and dynamics Alexandra Simões Andrade	(Continued) Creating your own corpus-driven CALL materials... Emily Sheepy Clinton Hendry			PeerEval lets students speak more with simultaneous mini-talks Thomas Robb	(Continued) Language learning through gaming... Chris McGuirk Susanna Nocchi
12:15	<i>Lunch (for workshop attendees)</i> SALLE DU CONSEIL FIAL, COLLEGE ERASME						
13:30	OPENING CEREMONY SOCR10						
14:00	KEYNOTE SOCR10 Task complexity and technology-mediated language learning: Issues and possibilities Andrea Révész						
15:00	<i>Changeover time</i>						
15:15	DIGITAL LITERACIES DDLizing your teaching : going beyond the use of concordance lines Fanny Meunier	CLIL A practical application of Content and Language Integrated Learning Kent Andersen	MALL Using smartphone language learning application to encourage Chinese students' Willingness to Communicate: A Confucian Heritage Cultural perspective Dan Zhao	CMC Understanding the complexities associated with conceptualising pedagogical scenarios for online multimodal interaction between two languages and cultures: a case of the clerking telecollaborative project Oneil Madden Anne-Laure Foucher	TBLT Task design and autonomy: Results from a US-Germany telecollaboration Carolyn Fuchs	VIDEO Teaching presentation skills through reflective practice via video annotation software Chad Cottam Troy Rubesch	MALL Supporting CALL/MALL use for autonomous, out-of-class language learning Louise Ohashi

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15:45	Upper secondary students' experiences of formal instruction incorporating digital literacies Jan Berggren	Podcasting in a CLIL context: Giving teachers a voice Julie Walaszczyk Giac Zangara Ciler Omer Anne Falkenauer	Learning intentionally and incidentally: A multiple case study of mobile dictionary in L2 vocabulary learning in the digital age Danyang Zhang Junjie Gavin Wu	Second language learning in knowledge forums: An analysis of L2 acquisition of students participating in the Knowledge Building International Project Marni Manegre Mar Gutiérrez-Colón	Integrating MosoTeach into task-based Business English reading activities Qi Xu	Learners' emotional response to a complex video-creation task Alice Meurice Véronique Henin Marie Van Reet	Cambridge First: Using Google Cardboards to prepare students for the speaking part Alexandra Simões Andrade
16:15	Break SOCRATE HALL						
	MALL SIG SYMPOSIUM	CMC	VR	GAMIFICATION	CORPUS	DIGITAL STORYTELLING	MEDIA / DIG. LITERACIES
16:45	MALL tools tried and tested Bruce Lander Valentina Morgana Tim Knight Jaime Selwood Robert Gettings Mari Yamauchi Julie Van de Vyver Carole Delforge	Addressing the challenges of mainstreaming virtual exchange in both language and non-language disciplines Sake Jager Mirjam Hauck Shannon Sauro	Virtual Reality and 360 degree video applications to support foreign language learning Anke Berns Iván Ruiz-Rube Miguel Mota-Macias Juan Manuel Dodero Edson Castro Oona Ryyänen Lissy Werner Nina Rodriguez	Shouting in space: Promoting oral reading fluency with Spaceteam ESL Walcir Cardoso David Waddington Enos Kiforo Anne-Marie Sénécal	Learner attitudes towards Data-driven learning: the effect of teaching context Luciana Forti	Creating collaborative digital stories to promote community awareness Bradley Irwin	Piloting Netflix for intra-formal language learning Antonie Alm
17:15		Complexity and tool selection for purposeful communication in telecollaborative encounters in primary and secondary education Kristi Jauregi Ondarra	Impact of Virtual Reality on speaking activities Samar Kassim Adam Stone Neil Witkin	Effect of gamification on foreign language anxiety and speaking achievement in second language acquisition Nadia Azzouz Boudadi Mar Gutiérrez-Colón	Corpus consultation: Does it have to be perceived as complex? Reka R. Jablonkai	FanTALES: Managing the complexity of fanfiction-based multilingual interactive storytelling in the European classroom Frederik Cornillie Judith Buendgens-Kosten Shannon Sauro Joeri Van der Veken Mark Turpin	How to apply SLA principles in CALL? Lessons learnt from two case studies Mariet Schiepers Helena Van Nuffel
17:45		Instructional design for collaborative online international learning with smartphones Yayoi Anzai	Enhancing global citizenship through implementing VR 360 videos Erin Frazier Jennie Roloff Rothman	Evaluating the effect of digital game tasks, inducing different levels of involvement load, on the acquisition new vocabulary items Amin Rasti Behbahani Maryam Shahbazi	Using a multimodal corpus in EFL classrooms: Perspectives on learner attitude Sara Aljohani	Collaborative learning through story envisioning in virtual reality Maryam Sadat Mirzaei Qiang Zhang Kourosh Meshgi Toyoaki Nishida	Bricolage ecologies of online, paper, and face-to-face technologies Don Hinkelman