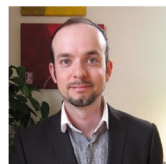




SATURDAY NOVEMBER 21ST / 5:50PM - 7:20PM / RM. 904

RENAUD DAVIES: "One App To Rule Them All: Moxtra for Education"

The presenter will demonstrate how one university has successfully achieved a completely paperless curriculum and digital portfolio system with the help of Moxtra, a free cross-platform application. Moxtra houses an incredible array of features such as the ability to store, share and annotate documents, collaborate both synchronously and asynchronously, chat, and create voice blogs all within a private and secure social network. The presenter will give concrete examples of how this application can help to both enhance and transform language learning as well as support learner autonomy.



GARY HENSCHIED: "Language Learning Technology and the Search for Learner Autonomy"

The presenter will discuss how several search tools such as clustering engines and web ranking sites can be useful to teachers and students as they navigate through the vastness of cyberspace searching for the best materials available to them. An approach to teaching Internet English to EFL students in a Japanese university which stresses independent student research project/s is also provided, with examples of ways that students might utilize the various search technologies in their research and in their English studies.



OLIVER ROSE: "Effective and Fun Mobile Learning of Multi-Word Units with PhraseBot App"

The presenter will discuss the design of several online/mobile language-learning games that he has produced. Originally focused on games for making kanji study more enjoyable, similar design principles were later applied in the PhraseBot app which can import data from Quizlet to study words/phrases/sentences in any language (see www.phrasebotapp.com). Affordances of the design are particularly beneficial for collocations and phrasal verbs, for which high-frequency lists with translations and example sentences are provided. There are various modes and difficulty levels, with an emphasis on providing enjoyable productive practice via a gamified UI. The system of usage of the app with the presenter's classes will be discussed, along with students' positive responses.



PAUL RAINE: "Apps 4 EFL: Creative Commons Data & Web 2.0 Technologies for ELT"

The presenter will demonstrate Apps 4 EFL (www.apps4efl.com), a free, cross-device compatible English language teaching and learning platform. The platform has been wholly developed by the presenter, and utilizes creative commons data and new web technologies to facilitate engaging online study for English language students. It features: automatically generated cloze tests and vocabulary matching tests, text-to-speech (TTS) and speech recognition (ASR), quizzes and interactive transcripts for YouTube videos, real time chat, and comprehensive learner management and tracking tools for teachers.

