# CALL APPLICATIONS AND L2 LEARNING

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## CALL MATERIAL FORMAT

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- Hypertext: referred to as links/hyperlinks
  - In a printed book, it would be intolerably pedantic to write footnotes to footnotes. But in the computer, writing in layers is quite natural, and reading in layers is effortless. All the individual paragraphs may be of equal importance in the whole text, which then becomes a network of interconnected writings. The network is designed by the author to be explored by the reader in precisely this peripatetic fashion. Bolter (1991: 15)
- Hypermedia: linking various media, such as sound, images, animation and/or video
- Multimedia = hypertext + hypermedia
- Database & Search engine

#### BENEFITS OF MULTIMEDIA

- 1. a high level of stimulation of the senses, at least with regard to the auditory and visual perception systems
- 2. a high level of involvement, attention, concentration
- 3. emotional arousal, e.g., fun; the word arousal is used in the psychophysiological sense of emotional, internal arousal, related to arousal of the nervous system
- 4. strong recognition effects, using mental reference models.

  Hoogeveen (1995: 350)

## **CALL APPLICATIONS**

### GENERIC CALL APPLICATIONS

- Word processing: Microsoft Word; Google docs
- Games: Second life; Moodle gamification; Commercial Quiz software (Quizlet.com); Speed reading; Kodu
- Literature: e.g.
  - students can use wikis to make sense of a Shakespeare play: commenting, editing comments and generally building their own knowledge base with personal opinion and other sources.
  - A Shakespeare play presented on the computer offers video of the play being performed, diagrams of costumes, virtual tours of the original Globe Theatre, interactive dictionaries and other tools for literary and language enrichment.
  - Glass technology (MS smarthome)

### GENERIC CALL APPLICATIONS

- Corpus linguistics: online concordancer (<a href="http://corpus.byu.edu/bnc/">http://corpus.byu.edu/bnc/</a>; lextutor)
- CMC: email, forums, chats in MOO (Multi-user Object Oriented environment); Synchronous vs Asynchronous CMC
- WWW resources: Dave's ESL café, khoaanh.net, writing den, BBC English, VOA special English, iteslj.org
- Adapting other materials for CALL: Sim city; Second Life;
- PDAs, Mobile phone

- GoAnimate
- AutoCollage
- Songsmith
- Harping
- Socrative.com
- Quizlet.com
- Cool tools for school

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