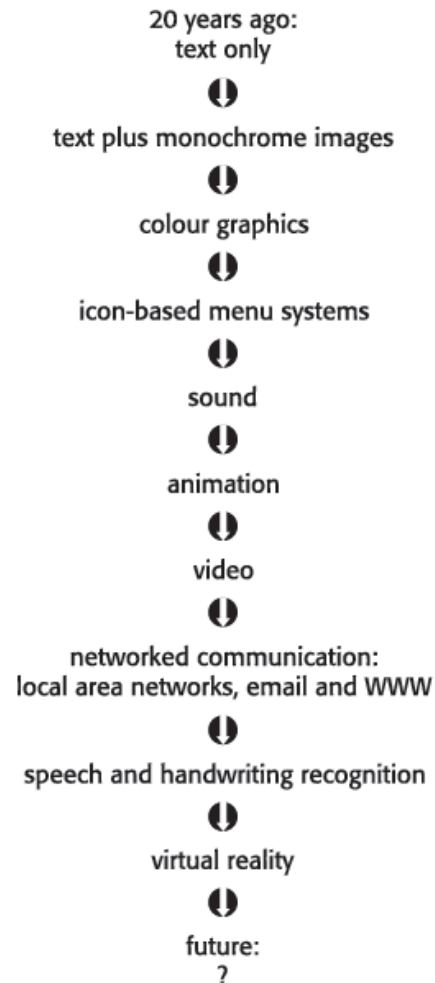


# CALL PEDAGOGIES & RESEARCH

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**CALL RESEARCH**

# PROGRESSION IN CALL RESEARCH



Progression in computer presentation technology

# COMPUTER AS A RESEARCH TOOL

- Compile and present statistical data: Word, Excel, OneNote, Nvivo, SPSS ..
- Collect data: Google forms, survey monkeys, MOODLE questionnaire
- Corpus linguistics: Concordancer; wordle

- CALL journals: ReCALL; JCAL; EuroCALL, APACall; VietCALL
- Buzz word: mobile learning; virtual reality; social networking; gamification

**CALL PEDAGOGIES**

# SLA & MODELS OF INSTRUCTION

- A computer program can provide a high level of comprehensible input in various media. Ex?
- Criticism: Errors should be tolerated but computers can't decide what should and should not be corrected.

# DISCUSSION

**How are Behaviorism and Constructivism different in their view of teaching, learning and the role of computer?**



# SLA & MODELS OF INSTRUCTION

- Behaviorism
- Behaviorist models of instruction
  - Programmed instruction:
    - Concept: 'If, by a miracle of mechanical ingenuity, a book could be so arranged so that only to him who had done what was directed on page one would page two become visible, and so on, much that now requires personal instruction could be accomplished by print' (Thorndike in 1912)
    - CALL features: MCQs, constructed response answers, hot links
    - Pros: easy for computers
    - Cons: teach details about the language but not communication
  - Mastery learning:
    - Concept: This model assumes that wholes can be broken into parts, that skills can be broken into subskills. Learners are diagnosed in terms of deficiencies, called 'needs', then taught until 'mastery'
    - Pros: Consistency & patience are characteristic of computers
    - Cons: knowledge & skills may be stored in a learner's short term memory, not forever

# SLA & MODELS OF INSTRUCTION

- Constructivism
- Schema theory:
  - Concept: the knowledge we carry around in our heads is organized into interrelated patterns. These are constructed from all our previous experiences and they enable us to make predictions about future experience (Nunan, 1993)
  - CALL example: mind map software; FrameNet

# COLLABORATION IN CALL

- Collaboration vs. cooperation
- The role of collaboration & negotiation of meaning
  - Promoting awareness and skill development
  - Achieving pedagogical objectives
  - Improve literacy
  - Promoting language acquisition
- Work in group. Make a list of 4 collaboration tools that you know and describe how they can be used to foster collaboration in CALL.

# CALL EVALUATION

# CALL EVALUATION

- The variety of CALL programs and activities require different way of evaluation
- Emphasis in CALL software: design, activity procedure and methodological approach.
- Most widely used method of evaluating call materials: Checklist and surveys
- Guide to software evaluation in CALICO Journal: Technical preview; Operational description; Learner fit; Teacher fit.