

1 Online Learning



- independent learning through the Internet,
- recorded or programmed materials delivered online with or without CMC linkage to instructional assistance,
- one-to-one synchronous tutorials,
- the same class taught face-to-face to some but remotely to others,
- classes taught partly face-to-face and partly online (so-called hybrid or blended learning),
- classes taught synchronously to a group entirely online,
- any combination of the preceding

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Requirements For Online Learning

- develop a community,
- train instructors appropriately
- be prepared to handle technical issues, both expected and unforeseen.

2 Computer-based Assessment (Computer Assisted Language Testing)



control of time, potentially greater security and automatic scoring and reporting

Adaptive testing: items are presented to the student at a targeted level of challenge, becoming easier or harder depending on the answers to preceding questions

Ordinate's SET-10: an oral proficiency exam that is taken over the phone and is entirely machine scored using automatic speech recognition (ASR) techniques

3 Teacher and Learner Training (Learner Training and Autonomy)



- 2002 – A special issue of *Language Learning & Technology* offered the first collection devoted to this topic.
- 2005 – CALICO (Computer Assisted Language Instruction Consortium) initiated a special interest group for teacher education
- 2007 – compilation of articles to provide a research and practice
- 2008 – a similar group was inaugurated at the EuroCALL conference

4 Intelligent CALL



Possible Objectives for ICALL

1. the ability to identify errors in student input and provide feedback so that the student can address them (Heift, 2002; Nagata, 1993)
2. the ability to manage a student's learning based on building a model of the student's achieved proficiency and providing materials and tasks appropriate for further development at that level
3. the capacity to interact with the student through conversational agents, programmed entities that simulate the linguistic facility of a human interlocutor, reacting and responding appropriately to student input

5 Future Directions



- WEB 2.0 (collaboration and democratization)
- Mobile Language Learning
- Virtual Worlds
