

# Emerging Technologies for English Teachers

- Experiences with edtech
- Website + videos + Kakao chat
- Introduction to the course
- Schedule
- About next week

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# Questions 1



### Experiences with Education and Technology

- 1. What various technologies have you used as a teacher or as a learner? (apps, devices, services, websites, etc.)
- 2. What technologies have you found useful for language learning? Have you created content for education?
- 3. Which technologies do you think could revolutionise education in the next 5-10 years? Why?

# Questions 2



### Experiences with Education and Technology

- 1. Have you heard of <u>blended learning</u> or the <u>flipped classroom</u>? What does it mean? What are your experiences with this?
- 2. Have you heard of gamified learning? What is it? Have you experienced this?
- 3. Have you heard of the <u>metaverse</u>? What is it? How do you think it could change education?



### Introduction

- 2005, English teacher in Barcelona + completed TESOL Cert.
- 2006, came to Korea
- Taught all ages at language academies
- 2010, completed MA TESOL in UK
- Taught at Seoul National University of Education
- 2013, moved to HUFS

#### **Edward Povey - Teaching TESOL**

Home HUFS Courses About Me Contact Links Forum

#### Welcome To My Site!

Here you can find information, materials and downloads related to my classes at Hankuk University of Foreign Studies.

**HUFS Classes** 

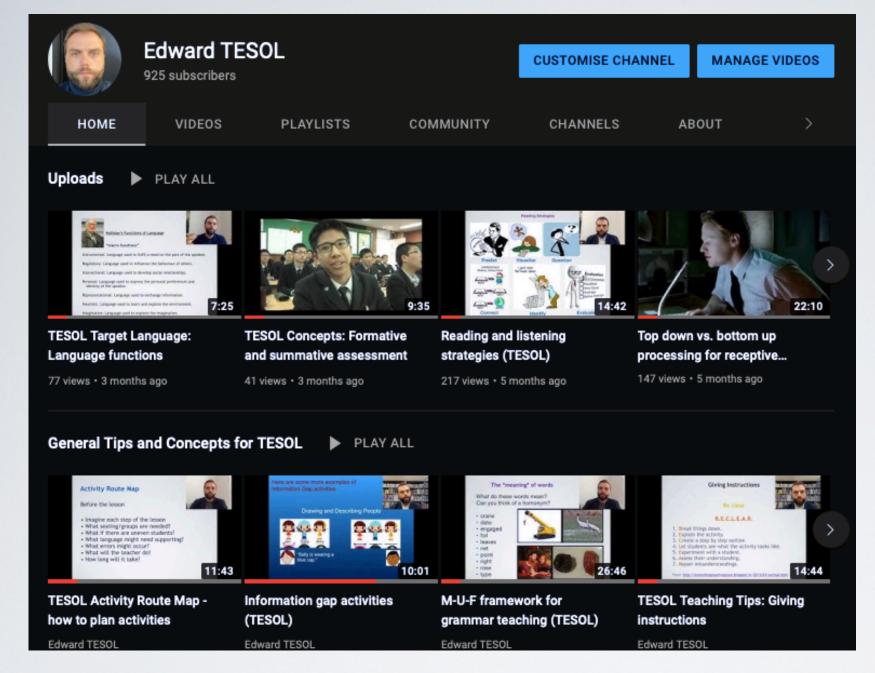


My website: www.edwardtesol.com

I will give you some time to explore.

#### Go to:

- Links page and view some of the resources.
- Go to <u>TESOL menu</u> and take a look around!



# My Youtube: youtube.com/edpovey

Or search for "Edward TESOL"

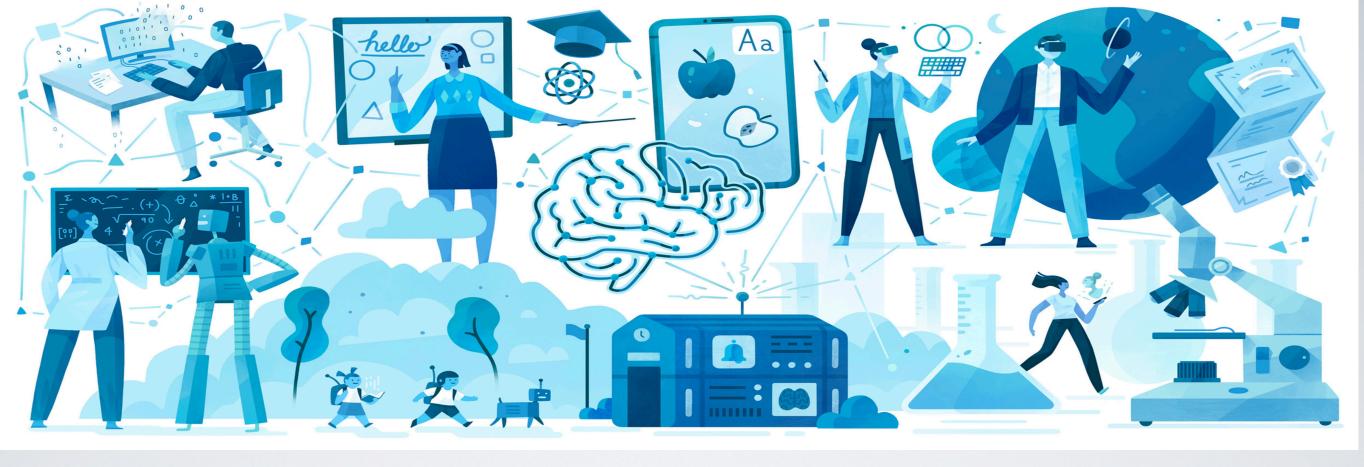
Or use your camera with this QR Code:



QR code made with:

qrcode.kaywa.com

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## Emerging Technologies for English Teachers

#### Main idea for the course:

- Introducing, using and analysing existing technologies
- Preparing for <u>future</u> technologies

#### Course description summary.

Explores how new technologies and innovations can support English language learning now and in the future.

Includes key concepts, research, and practical applications with hands-on learning, interactive projects, and research into new fields such as AI and VR/AR.

Participants are not required to have experience in using technology in education.

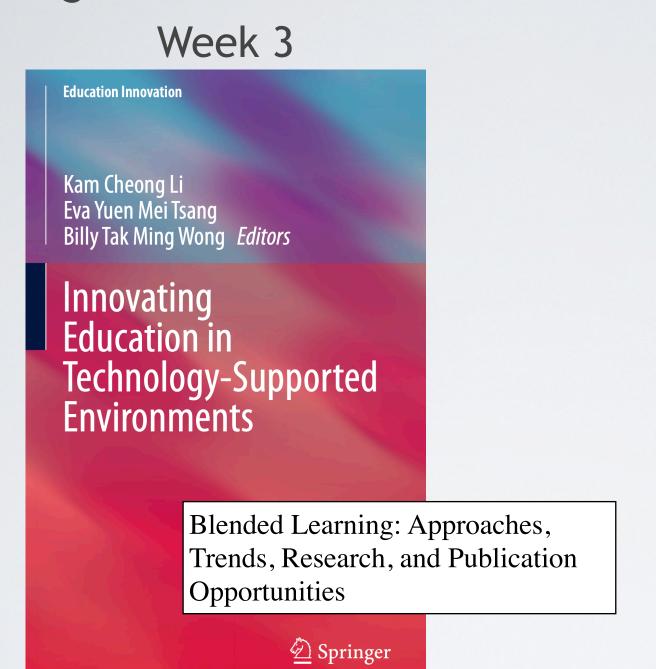
Cover a range of tools from existing cutting edge educational technology and services to potential future use cases.

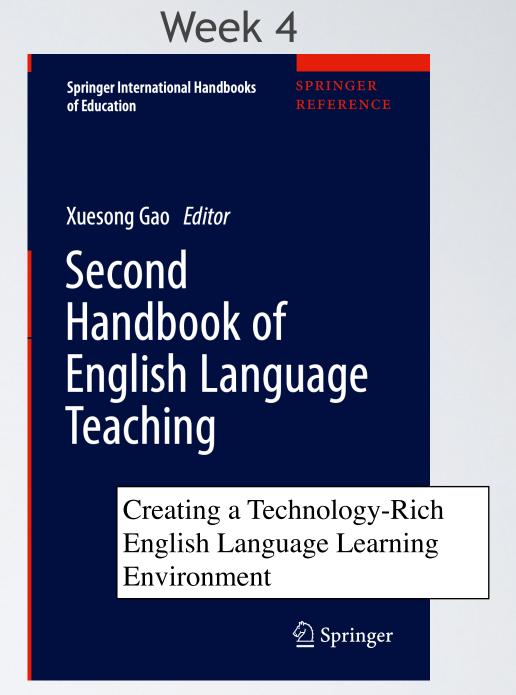
Teachers will be better equipped to navigate 21st century advances in education and technology.

assignment1	title	Teacher-created content and automated assessment tools
	due date	Week 7
	objective	Participants will create multimedia content that will be used with digital management tools and Student Response Systems in order to assess a group of students.
	guidance and notice	This project will use OBS Studio, EDpuzzle, and SRS such as Socrative or Kahoot.
	reference	
assignment2	title	Student field of expertise presentation
	due date	Week 9
	objective	Participants will choose and research a field of educational technology and present their findings and guidance to the class.
	guidance and notice	
	reference	Participants will be required to source and reference recent research and publications.
assignment3	title	Final research paper
	due date	Week 14
	objective	Participants will research and write a brief paper on a field of educational technology or their experience of using VR and AI chatbots.
	guidance and notice	
	reference	Participants will be required to source and reference recent research and publications.

Week	Contents
1st	Introduction to the course Experiences with education and technology
2nd	Definitions and terms (AR, VR, XR, AI, CALL, MALL, etc.) Students choose their field of expertise
3rd	Course content creation with OBS Studio Guide to OBS Reading: Approaches, Trends, and Research in Blended Learning
4th	Group discussion and feedback of student-generated content Introduction to digital content management (EDpuzzle) Reading: Creating a Technology-Rich English Language Learning Environment
5th	Group homework project using EDpuzzle Analysis and discussion of results Reading: The Digital Competence of English Language Educators
6th	Student Response Systems (SRS) and automated assessment tools Reading: AI in Higher Education
7th	Student-generated SRS assessment Analysis and discussion of results AI use cases in education Reading: AI in the EFL Classroom
8th	Student field of expertise Discussion of research Reading: Digital Teaching and Learning in the Primary EFL Classroom
9th	Student field of expertise presentations  Students will present information, research, issues, techniques and tools related to their chosen field of expertise in educational technology.

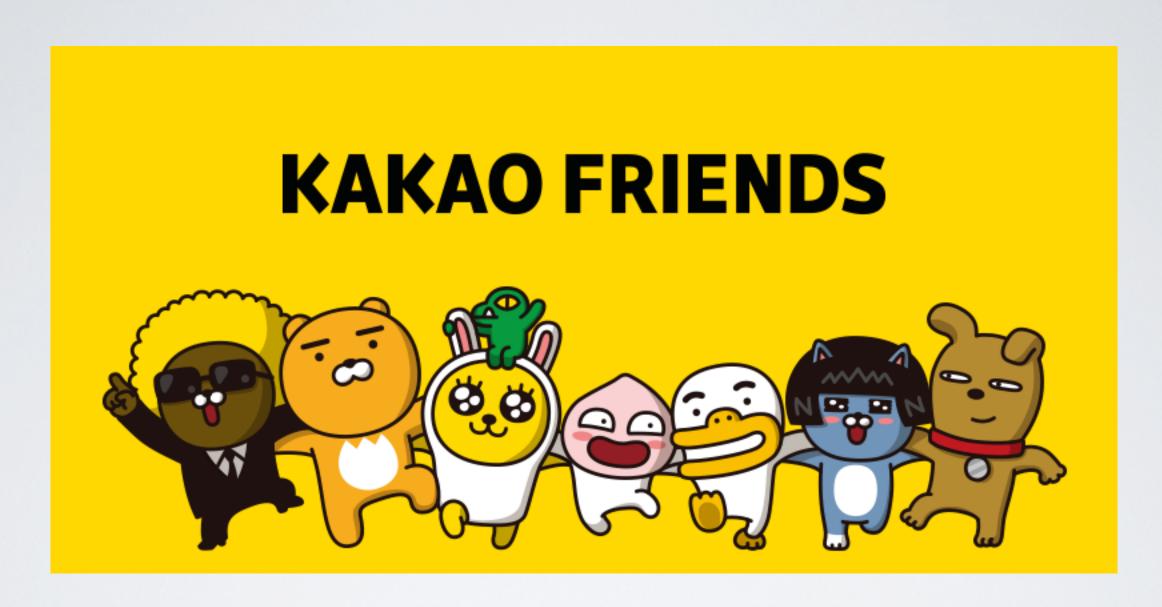
#### Readings:





PDFs of relevant chapters will be available on my site.

I will update the site with chapters during the course.



We will make a chat group next week.

#### Next week:

Definitions of terms
Student field of expertise

First reading homework assignment due Week 3