Extended Reality (XR) Technologies for Experiential Learning in Virtual Language Education and Research

Presentation Abstract

Language teaching and learning in higher education have shifted rapidly to virtual environments to adapt to the needs of learners across the globe experiencing the wide-reaching effects of COVID-19 on international education. Language educators have been tasked with designing pedagogical resources for learners with little time for training or professional development, and elements of experiential learning from studying on campus may not always be familiar or accessible in the implementation of online courses. Mobile applications of extended reality technologies, including augmented reality (AR), virtual reality (VR) and other mixed realities (MR), although still novel technologies in higher education (Godwin-Jones, 2016; Educause Horizon Report, 2019; 2020), have emerged in both research and practice offering experiential learning opportunities and promising to enhance interactivity and engagement in language classrooms. In this presentation, we will explore the results of a quasi-experimental, mixed-methods research study investigating the use of mobile VR in an English for Academic Preparation Program and examine pedagogical applications and implications of the use of XR technologies in virtual and face-to-face higher education contexts.

Biodata

Faith Marcel has a PhD in Language and Literacies Education from the Collaborative Knowledge Media Design program of CTL at OISE, University of Toronto. She is a professor in the English for Academic Preparation and TESL teacher training programs at Niagara College. Her research interests include investigating Augmented, Virtual and Mixed Realities in language learning and other academic contexts, and integrating educational technologies to promote greater engagement and meaningful interaction for all learners.

Suggested Readings
