

ENG517

Module 20: Collaboration in CALL

1. **Collaboration:** Cooperative learning where learners work together on a task, engaging in scaffolded instruction.
 2. **Negotiation of Meaning:** Learners clarify misunderstandings through discussion, aiding language acquisition.
 3. **Discourse Analysis:** Analyzing language use in collaborative contexts to identify intent and structure.
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Module 23: Hypertext and Hypermedia

4. **Hypertext:** Text linked non-linearly for enhanced learning.
 5. **Hypermedia:** Multimedia links integrated with hypertext for interactive learning.
 6. **Constructivist Learning:** Emphasizes active learner participation and knowledge construction.
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Module 26: Online Learning Challenges

7. **Technical Support:** Critical for addressing technological issues in online learning.
 8. **Learner Readiness:** Preparing students for technology-driven environments.
 9. **24/7 Resources:** Accessible learning aids to bridge time gaps in online classes.
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Module 28: Blended Learning

10. **Web-Enhanced Classes:** Face-to-face teaching complemented by online tools.
 11. **Flipped Classroom:** Students access content online before class to focus on interactive activities.
 12. **Interactive Assessments:** Technology-driven evaluation to gauge real-time learning.
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Module 30: Digital Tools for CALL

- 13. **Social Media Integration:** Platforms like blogs fostering informal language practice.
 - 14. **Gamification:** Applying game mechanics to motivate learners.
 - 15. **Virtual Whiteboards:** Online collaborative tools for visual content sharing.
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Module 33: CALL Evaluation

- 16. **Usability Testing:** Ensuring the accessibility and efficiency of CALL tools.
 - 17. **Adaptability:** Ability of CALL systems to meet varied learner needs.
 - 18. **Pedagogical Alignment:** The extent to which CALL supports educational objectives.
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Module 35: CALL Challenges

- 19. **Digital Divide:** Access inequality to technology and resources.
 - 20. **Cognitive Overload:** Excessive information in digital learning leading to reduced focus.
 - 21. **Interface Design:** How intuitive and user-friendly CALL systems are for learners.
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Module 37: Mobile-Assisted Language Learning (MALL)

- 22. **Mobile Apps for Learning:** Apps offering vocabulary practice, grammar exercises, and cultural immersion.
 - 23. **On-the-Go Learning:** Flexibility to study anytime, anywhere via smartphones.
 - 24. **Context-Aware Learning:** Adapting content based on location or environment.
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Module 39: Future Directions

- 25. **AI in CALL:** Personalized tutoring and adaptive learning paths powered by artificial intelligence.
 - 26. **Virtual Reality (VR):** Immersive language environments for experiential learning.
 - 27. **Big Data in CALL:** Tracking learner progress and customizing content.
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Miscellaneous Key Terms from Modules 20–39

- 28. **Locus of Control:** Balance between learner autonomy and software guidance.
- 29. **Constructivist Pedagogy:** Learners actively engage and build knowledge from experiences.
- 30. **Behaviorist Models:** Focus on drills and repetition for learning.

Technological Concepts in CALL

- 31. **Affordances:** Features facilitating intended technology use.
 - 32. **Misaffordances:** Features hindering effective use, such as distracting interfaces.
 - 33. **Multimodal Input:** Combining text, audio, and visual aids for comprehensive learning.
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Practical Tools and Applications

- 34. **Interactive Storytelling:** Engages learners in narrative-driven language practice.
 - 35. **Videoconferencing Tools:** Real-time interaction platforms for language practice.
 - 36. **Digital Storybooks:** Interactive books integrating audio and visual aids for young learners.
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Assessment in CALL

- 37. **Formative Assessment:** Continuous feedback during the learning process.
 - 38. **Summative Assessment:** Evaluation at the end of a learning cycle to measure outcomes.
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Collaborative Practices

- 39. **Team Teaching:** Multiple instructors collaboratively delivering content.
 - 40. **Peer Learning:** Students learning through interaction with their peers.
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Research and Development in CALL

- 41. **CALL Models:** Frameworks guiding technology integration in language learning.
 - 42. **Ethical Considerations:** Issues like plagiarism and copyright in digital resources.
 - 43. **Data Security:** Protecting learner data in online environments.
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Innovative Learning Concepts

- 44. **Flipped Assessments:** Learners create questions and peer-assess.
- 45. **Problem-Based Learning:** Real-world problems used as a learning framework.
- 46. **Virtual Classrooms:** Entirely digital learning environments.

Cultural and Linguistic Sensitivity

- 47. **Cross-Cultural Training:** Preparing learners to navigate cultural differences in language use.
 - 48. **Ethical Use of AI:** Ensuring fairness in AI-driven CALL systems.
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Emerging Technologies

- 49. **Blockchain in Education:** Verifying credentials and securing digital certifications.
- 50. **IoT in Learning:** Smart devices supporting language learning in connected environments.

