Virtual Reality in English Language Teaching

Pete Sharma
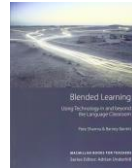

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Linford Christie

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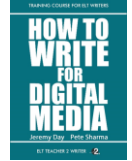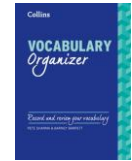**Director**   **EAP Lecturer**   **Teacher**

Consultant   **Teacher Trainer**   **Book Reviewer**

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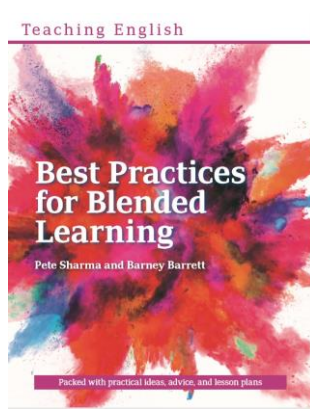
Aim

To de-mystify Virtual Reality

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www.petesharma.com

PETE SHARMA

- References
- Links
- Handout
- .pdf of PPT

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Task

How much do you know about VR?

0 / 1 / 2 / 3 / 4 / 5

Have you used VR within a language teaching context?

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Overview

- Research
- VR in language teaching
- Practical ideas

Based on the chapter on VR
for the LT SIG publication
'Digital Innovations in Language Learning'

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Research

Searching literature
Questionnaires

Observation one
- Term complex
- Multiple definitions

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Definition

"A virtual reality system is an interactive technology setup (software, hardware, peripheral devices and other items) that acts as a human-to-computer interface and immerses its user in a computer-generated three-dimensional environment".

"Most virtual reality systems stimulate the senses of sight, hearing, touch, and other tactile-kinaesthetic sense perceptions".
(Moro, Stromberga and Stirling: 2016).

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Research

Search for academic articles on VR

Refining search terms

- **Virtual Reality** + 'language learning'
  +'Head mounted devices'
  + 'Oculus Rift'
  + 'wearables'

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Observation two

the prevalence of a vast range of articles covering Second Life

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Observation three

Vast range of articles on VR from a huge range of other disciplines

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Psychology

Phobias

Surgeons

Flight simulators

Military

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1993

2004

2006

16

Lloyd, Rogerson & Stead

2016

Imagining the Potential for Using Virtual Reality Technologies in Language Learning

Digital Language Learning and Teaching

Research, Theory, and Practice

Edited by
Michael Carrier, Ryan M. Damerow,
and Kathleen M. Bailey
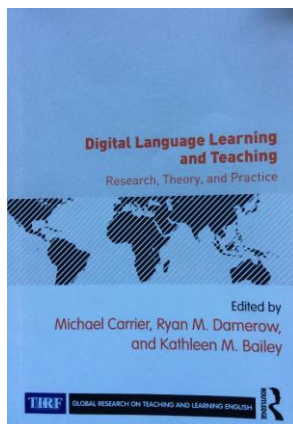
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Questionnaires

• Teachers

THE UNIVERSITY OF WARWICK

• Students

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- **Q4 Please write about your VR experience(s) e.g. positive / negative? Why**

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Teacher

"Best experience was with Oculus Rift VR set up - 3 experiences 2 game type experiences, medical education (travelling through arteries and human heart) and advised on VR adaption of Yeats poem for BBC VR project"

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Teacher

- "Feeling not in control of everything in my environment, as I normally would be in real life, was an extremely disconcerting experience. I can see it increasing any tendency I might have of developing 'VR rage'!

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Teacher

- I think it is applicable to some areas more than others - esp. ESP and younger learners.

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Q7 What would you like to see in VR in the future to help language learning?

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Students

I would like to make a very friendly AI language teacher in VR which can understand me well and be equipped with various phrases and vocabulary.
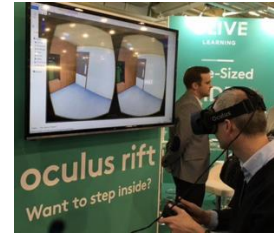
I hope I could have a private language teacher online with VR technology so as to practice my oral English with him/her in my daily life.

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New book:
'Digital Innovations in
Language Learning'

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VR in language teaching

YouTube360
Cardboard
Samsung Gear
Oculus Rift
Oculus Go

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Three levels of VR experience

| HIGH | MEDIUM | LOW |

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YouTube 360   Low

28

Low

Google Cardboard

Expeditions

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Gear VR   Gear 360
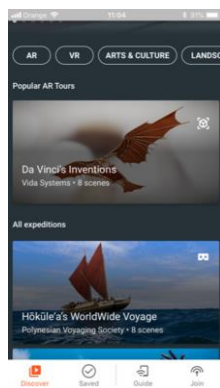
Medium   Controller

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Titans of space

Apps

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High

HTC Vive / Oculus Rift

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Sony PlayStation   **Microsoft XBox**

Gaming

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Game-changer?

Oculus Go Standalone

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Language teaching

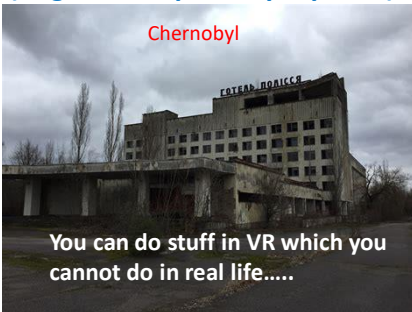Source: www.mondly.com

Voice recognition
Avatar

35

Phobia   Public speaking
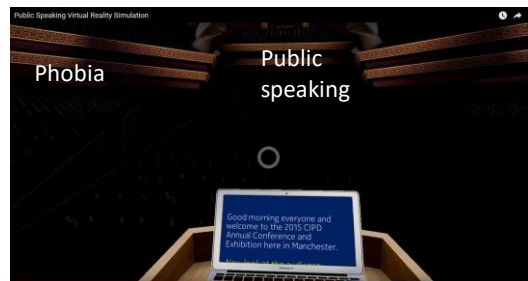
Business English?

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Virtual reality and ESP
(English for specific purposes)

Chernobyl

You can do stuff in VR which you cannot do in real life…..

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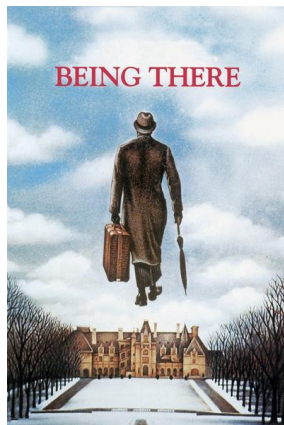## Seven aspects of VR of interest

- Immersiveness
- Interaction
- Memory
- Motivation
- Context
- Games
- Collaboration

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Immersiveness

Linked with 'immersion' is the term 'presence'. The concept of presence is defined as "being there" (Biocca & Delaney in Cho 2011).

BEING THERE

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Interaction

the extent that participant actions such as gestures are recognised by the system

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Memory

"VR can affect memory retention" (Cho 2011)

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Motivation

Does VR motivate language learners?

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Context

VR can expose learners to relevant and inspiring content, providing context for lessons in areas such as science, history and geography.

…..especially appropriate for CLIL content and language integrated learning.

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Collaboration

Effective collaborative learning is easier with VR: "Learners can interact in real-like environments which enhance learning gains"

Lloyd et al (2016) write: "Facebook's acquisition of Oculus Rift suggests that the future of popular VR is likely to be based on social networks."

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Games

VR in games is popular and growing.

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Issues

- Individual experiences vs collaboration
- Classroom vs self-study
  - Tutor or tool?
  - VR or voice recognition
- Claims for VR
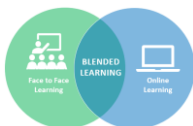 - Motivational software vs how it is used

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Practical idea one: Blended Presentations
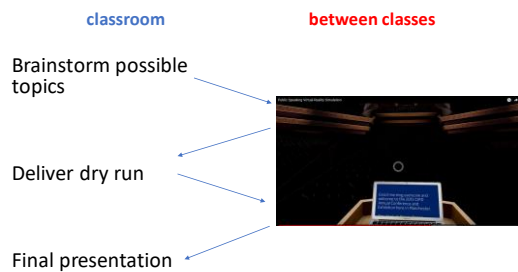
face-to-face   blended   online

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Blended course - elements

- Practising fixed phrases: e.g. 'I've divided…."
- Doing a 'Dry-run'
- Practising fielding questions
- Learning Prezi
- Giving feedback on a presentation

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Presentations course

classroom	between classes

Brainstorm possible topics

Deliver dry run

Final presentation

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SOURCE: www.Ee-learning studios.com

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Practical idea two

- Immersive preparation
- Orienting students to a reading topic through 360-degree videos
- Writing topic
- Using emotive language and adventure vocabulary
- "swim happily" – "swim nervously"
- Story-telling – more vivid?

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Practical idea three

- Gap-fill activities
- report-back by one student with a VR headset on an experience to another learner without a headset

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Practical idea four: Language of instruction

One group VR attempt task. Second group can see what is happening onscreen - give instructions

Johnathan Dykes (IH Barcelona): IATEFL PCE 2018

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Practical idea five: Cambridge beta

The stress of taking language tests!

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Google Cardboard – French schoolchildren

Practical idea six:
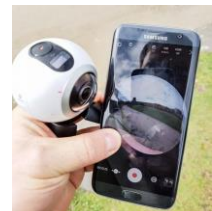Report back on project work

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Try it!

YouTube360
Cardboard
    Bosch
Samsung Gear
    Dinosaur
HTC Vive
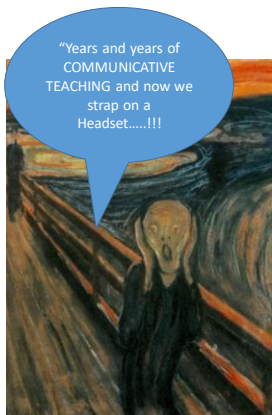Oculus Go

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Class VR

D.I.Y.

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"Years and years of COMMUNICATIVE TEACHING and now we strap on a Headset…..!!!

Haven't we been here before?
Second Life!

Silver bullet
Critical thinking
Fast-moving
PEDAGOGY!

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predipsharma@gmail.com

Have you used VR within a language teaching context? E-mail your idea!

Thanks!

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