



## APACALL Webinar 2022

Friday, 6 May 2022, 1:50 pm - 6:30 pm AEST

### [Program]

AEST	Session #	Presenter(s)	Title	Abstract
13:50 – 13:55	Opening			
13:55 – 14:35 (30-minute talk + 10-minute Q&A)	#1 Invited Speaker	<b>Antonie Alm</b>	Developing machine translation literacy for language education	Available in over 100 languages, Google Translate has become with 500 million daily users the go-to place for a wide range of translation purposes, serving international travellers, professional translators, and language learners alike. The concept of machine translation literacy (Bowker & Ciro, 2019) highlights the need to use machine translation tools (MTTs) such as Google Translate or DeepL critically. I argue in this presentation that the development of machine translation literacy is a critical component of language education and demonstrate how reflective use of MTTs can support the language learning process.
14:35 – 15:15 (30-minute talk + 10-minute Q&A)	#2 Invited Speaker	<b>Steve McCarty</b>	Podcasting reconsidered	Podcasting originated as a new form of audio broadcasting, but by 2006, issues of ease of use, proprietary technology, and finances slowed its momentum. Now podcasting is more popular than ever. This presentation therefore traces the author's initial and current CALL podcasting projects, reconsidering the foundations and pedagogy of podcasting.
15:15 – 15:20	Break			
15:20 – 15:40 (15-minute talk + 5-minute Q&A)	#3	<b>Shin Yi Chew</b>	Digital indigenous stories for national primary school students	This presentation is based on a social engagement project which involved a group of undergraduates developing and sharing 2 digital indigenous stories with 80 primary school students consisting of different races. The English language teachers' and students' views of the online storytelling and language activities were gathered through interviews and questionnaires.

<b>15:40 – 16:00</b> (15-minute talk + 5-minute Q&A)	#4	<b>Leticia Vicente-Rasoamalala</b>	Gamification applied to Spanish courseware for beginner courses	Gamification has been applied in teaching projects developing complementary online tools for Spanish beginner Hong Kong university student courses. Gamified components in interactive multimedia tasks may assist learners in acquiring and consolidating target language knowledge, as well as enlarging the variety of language didactic tasks and game-based learning mechanics.
<b>16:20 – 16:40</b> (15-minute talk + 5-minute Q&A)	#5	<b>Andrew Philpott</b>	Quest-based learning as an approach to foreign language learning	This presentation explores the use of quest-based learning in the EFL context. Specifically, the presentation will cover how quests and quest-based learning systems can be designed to support foreign language learning. Research findings are presented to support the discussion.
<b>16:40 – 17:00</b> (15-minute talk + 5-minute Q&A)	#6	<b>Thomas Webster</b>	Smartphones and extended mind theory: Corporate, educational, and personal responsibility	One of the main implications of recent research conducted on how smartphones affect students' studies and lives centered on the confusion surrounding the lack of responsibility for new technologies like smartphones in society. This presentation will give background on this situation and suggest solutions for corporate, educational, and personal responsibility.
<b>17:00 – 17:20</b> (15-minute talk + 5-minute Q&A)	#7	<b>Jeong-Bae Son</b>	Let's talk about challenges in technology-enhanced language teaching	This talk highlights challenges and strategies of language teachers in technology-enhanced language teaching. By exploring the questions of what the biggest challenge we face and how we handle the challenge, we can talk about our strategies of overcoming the challenge in our contexts.
<b>17:20 – 17:40</b> (15-minute talk + 5-minute Q&A)	#8	<b>Ferit Kılıçkaya</b>	Online writing tools to help researchers improve content in writing	Writing might pose great challenges especially when trying to produce texts in the target language. This presentation aims to inform both researchers and students in the field of several online tools and websites that will provide support such as paraphrasing and analysis of in-text citation and references.
<b>17:40 – 18:00</b> (15-minute talk + 5-minute Q&A)	#9 Invited Speaker	<b>Arif Altun</b>	Utilizing virtual classroom simulation in teacher training	Virtual classroom simulations provide experience-rich contexts for teacher trainees, which would otherwise be impossible to encounter and allow teaching practices to be repeated. In this talk, I would like to introduce a virtual classroom simulation and share our experiences with prospective teachers who received recommendations based on their interactions in the system.
<b>18:00 – 18:25</b> (25-minute discussion)	#10 Colloquium	<b>All</b>	What's next?	This is an open discussion on future directions.
<b>18:25 – 18:30</b>	Closing			