First Steps into Virtual Reality for Foreign Languages

March 16, 2021 at 4pm   **Zoom link** & passcode : **503875**

Presentation Overview

We live in a 3D world so why use only 2D materials to support language learners' development? Virtual reality offers endless opportunities for students to use 3D models to stimulate their progress in all four areas of language learning, in addition to fully-immersive, highly-contextual settings in which to build up not just the expertise in specific language appropriate for that setting, but their confidence too. It can be overwhelming knowing where to start integrating this technology within your education. Michael will help you understand how you can take those first steps using virtual reality in the Foreign Language classroom. Info on the research being done with University College London and University of Salento in Italy:https://www.ucl.ac.uk/global/case-studies/2020/nov/adapting-global-engagement-using-virtual-reality-language-teaching

About Michael McDonald

After a combined 20 years of studying and teaching foreign languages, Michael McDonald set up the Gold Lotus consultancy in Italy to support students accelerate their English language-learning potential and cultural awareness by using virtual reality. Michael is working on a number of projects relating to English-language learning in VR, and collaborates with universities in Europe to research how immersive tasks can support the language learner or teacher. Autumn 2020 saw the launch of a year-long program in an Italian secondary school which supports students and teachers build their English skills in VR and connect them, in real-time collaborative environments, to other schools globally in a virtual cultural-linguistic exchange program.

https://www.goldlotus.co/vr-english-schools