Introduction

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WG3 & WG5 meeting in Leiden, 24-25 October 2018

Overview

- Introduction
- Description of enetCollect
- Description of WG3 & WG5 groups
- Programme
- Practicalities

Description of enetCollect

- COST Action CA16105
- More than 100 stakeholders from Europe and beyond
- Language learning & crowdsourcing
- Join: http://enetcollect.eurac.edu
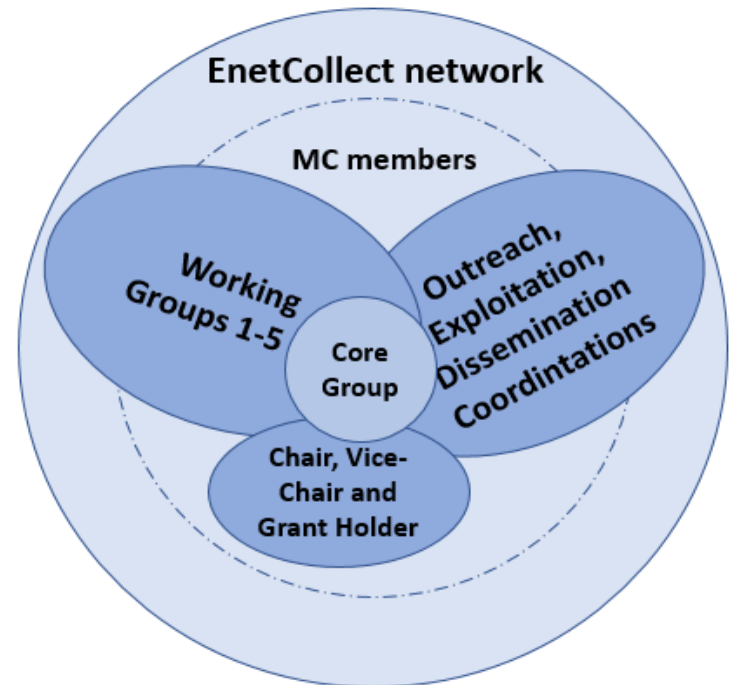
Description of WG3

General aim

- User orientation
- Review of existing state-of-the art
- Online language-learning solutions to attract and retain a crowd
- Design strategies:
  - Attractiveness
  - Motivation
  - Learning effect
  - Sustainability
- Study learner-profiling for:
  - Language skills training
  - Device-related design strategies
  - Etc.

Fields

- **Pedagogy**

  CALL, MALL, creating scenarios, designing LL materials, individual learning, teaching methodology, organic approach, community based LL, exercise generation, feedback solutions

- **Language**

  E-lexicology, lexical resources, online dictionaries, translation, grammar, NL, corpus linguistics, bodily behaviour

- **Technology & Design**

  Software solutions, machine-learning algorithm, speech technologies, feedback solutions, human-agent interaction, attractive solutions

- **Research**

  Evaluation of impact, adapting profiles to user applications, statistical analysis, testing

Description of WG3
User-orientation and usability for language learning

User Orientation

- Who is our user?

  All users are humans but not all humans will be our users

  – Language teachers
  – Language learners
  – With defined (simple) terminology

- What is a user-centered design (UCD)?

  – A process of designing a tool (website's or application's user interface) from the perspective how it will be understood and used by a human user
  – A system can be designed to support its intended users' believes, attitudes, and behaviours as they relate to the tasks the system is designed to support

  ISO 9241 contains design guidelines

Usability

- What is usability?

  – A measure of the interactive user experience associated with the user interface (website, software application)
  – Is the quality of a system that makes it easy to learn, easy to use, easy to remember, error tolerant, and subjectively pleasing

- Why is it important?

  – It makes the difference between performing accurately and completely or not; enjoying or being frustrated; success or failure of a system; increase or decrease productivity

Description of WG3

Work plan

- Overview of existing state-of-the-art online solutions for online language learning platforms + summary report
- User-profiling:
  - Learners: (1) language skills, (2) device-learning strategies
  - Teachers
- Studies on functionalities, interface design, and usability

- Testing of prototypical functionalities, interface, and usability

Active dissemination, exploitation, outreach, STSMs possibilities, annual reports

Time plan

Month 0-12	**8 STSMs**
	1. Ethics by design
	2. State of the art
	3. User profiling
	4. User choices
	5. Features of gamification
	6. Crowdsourcing & economics
	7. Continuation of (2a)
	8. Crowdsourcing as part of CLIL
Month 12-24	**5+ STSMs**
	9. Continuation of (2b) accomplished
	10. Continuation of (2c) planned
	11. Continuation of (3a) planned
	12. The role of chatbots accomplished
	13. Investigation of collective intelligence accomplished
Month 24-45	STSMs acc. to the GP budget and needs
Month 0-45	**EuroCALL** (CALL, LREC, ICCLFLL, locally)

Description of WG5

- Application-oriented specifications for an ethical, legal and profitable solution
- => meta group
- About 30 members
- **HUGE** variety of fields to cover:
  - Law (GDPR, in particular)
  - Ethics (not only theoretical)
  - Business: LL material, language resources

WG5 Roadmap

- Devising guidelines for an ethical|legal|profitable language learning solution

  - Ethical|Legal|Business guidelines, including templates of relevant information sheets and forms|regulations|business models

  - Expert evaluation of the ethical|legal|business guidelines

Programme

Wednesday 24ᵗʰ October

Invited speaker	**Tony Veal**: From Funny Bones to Narrative Skeletons: Shallow and deep approaches to Creative Dialogue
Oral presentations	(2 slots) – Break – (2 slots)
12:30-14:00	*Lunch (*Faculty Club, Rapenburg 73, 2201 CX Leiden)
Invited speakers	**Jon Chamberlain & Massimo Poesio**: Making educational and crowdsourcing games more comparable
Poster session	(3 slots) –Break- (3 slots)
Invited speaker	**Catia Cucchiarini & Helmer Strik**: Automatic speech recognition in CALL: Attractive features, motivation and crowdsourcing
Oral presentation	(1 slot)
19:00-22:00	*Social dinner (*Sociëteit De Burcht, Burgsteeg 14, 2312 JS Leiden)

Programme

Thursday 25th October

09:00	Start
Oral presentations	(4 slots)
	- Break -
Invited speaker	**Frederik Cornillie**: Design issues in language learning based on crowdsourcing: the critical role of gameful corrective feedback
	- Break -
Oral presentations	(2 slots)
12:25 – 14:00	Lunch (Faculty Club, Rapenburg 73, 2201 CX Leiden)
Invited speaker	**Umair ulHassan**, Motivation / retention behaviour in crowd-sourced platforms/ applications
	- Break -
Poster session	(3 slots)
	-Break -
Oral presentations	(2 slots)
16:35-17:00	Closing

Practicalities

- Reimbursement
- Proceedings