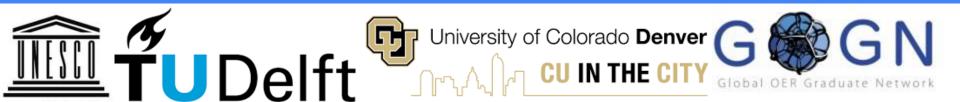# Online International Language Teachers:
Using Internet to Promote Sustainable Self-Employment

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Eliademy course link: Making a First Language Profitable

UNESCO Initial Project Goals

The project began as the result of a personal frustration due to a <u>lack of knowledge on how to generate economic benefits</u> from my own abilities. This project is focused on helping others use the knowledge of their first language and the use of internet to obtain a benefit.

Therefore, the target audience are those who: 1) need to find a means of income, 2) have a High School diploma or equivalent, and 3) are able to teach their mother language.

The project was conceived to support three goals from the "Sustainable Development Goals" of UNESCO:

<u>Goal 4:</u> By training people without economic resources to become entrepreneurs using technology.

<u>Goal 8:</u> By offering the tools in an accessible manner to obtain the knowledge with which to make money by means of their own language.

<u>Goal 10:</u> By allowing access to Internet resources without limitation of geographical and social differences.

Project results or progress

For the creation of the project we have used <u>Eliademy</u>, which is a free online learning site. It is based on Moodle and other open source technologies.

The different software programs used for its creation are: <u>emovie, animaker, different word processors, and the Video hosting service of YouTube.</u>

Students learn the potential of using the Internet as a platform to start an online language teaching business. They understand the potential of finding clients anywhere in the world, how to create teaching materials using free online resources, and how to use e-learning and m-teaching resources to become e-teachers.

Design issues

The main objective was to use the same internet resources in its creation than those that are presented during the course. This means that all software programs used should be either free or very affordable. This part of the project involved a process of intense self-learning.

Likewise, it required a small investment to get:

1) A **camera** for the recordings.

2) A quality **microphone**

3) A **computer** with enough memory for the videos

4) A subscription to **Animaker**

Implementation matters

For this we have created a MOOC course that has not yet been presented to the public. Today we present its **BETA version**.

At first we tried to use **Coursera** and obtain the **affiliation** of teaching institutions. Due to a negative response for part of the institutions, we opted for **Eliademy**, an e-learning platform that allows educators and students to create, share and manage online courses.

Deployment matters

Due to the the time invested trying to obtain the affiliation of a teaching institution, the development of the course in an e-learning platform is delayed.

In place of Coursera we chose to do the course in Eliademy, and today its Beta version is presented here.

Project Process

My main challenge for the design of this MOOC has been the **financial difficulties**, which puts me in a situation similar to that of future MOOC students. Obtaining a camera, a quality microphone and a computer with enough memory delayed the project, as the first recordings did not have an ideal quality.

It was also necessary to open a paid account in **Animaker** in order to have copyright on the material created.

The second challenge was **self-learning.**

Another great challenge has been to find the **affiliation** of a teaching institution. Language departments are not interested in training e-teachers.

Future Phases

The phases of the project were: 1) create a blueprint, 2) generate the learning material, 3) obtain a platform, 4) design the visual audio material, and finally 5) present it.

The plans for the future are:

1. Beta test course (here, today)

2. **Release the course** (this summer)

3. **Find a university partner**

This program has served me tremendously to explore the most technological aspect of teaching. At the same time, it has also been a great challenge. The **lack of resources** to obtain the material, and the little personal **time** to develop it in such a short time, are the main obstacles.

Course Demo

The type of feedback that we are looking for is ideas about other possible software programs, applications, etc. that we can add. As we explained in the MOOC, the world of e-learning and e-teaching changes radically fast. That is why staying up to date with all the activities is not at easy task.

Join us!

Global OER Graduate Network

http://go-gn.net/

Any questions, comments, observations?

Contact Aleck:
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References

This MOOC is inspired by Peter Norvig, an American computer scientist. He is a Director of Research at Google Inc. Previously he was head of Google's core search algorithms group, and he worked for NASA as a computer scientist, receiving the NASA Exceptional Achievement Award in 2001. He also taught at the University of Southern California and the University of California at Berkeley, and he was co-teacher of an Artificial Intelligence class that signed up 160,000 students, helping to kick off the current round of massive open online classes .