

DIGITAL HUMOUR AS PEDAGOGICAL INNOVATION

Enhancing Sociolinguistic Competence through Multimodal Texts







Context and Background

- South Africa as multilingual and multilingual country
- Linguistic diversity in schools and universities
- Students with diverse regional dialects
- Ideal environment for teaching sociolinguistics and language variation





Research Focus: Memes as Sociolinguistic Artefacts

Memes: more than entertainment

Memes reflect: hybridity, code-switching, variation, intertextuality

Problem: still undervalued in language teaching

Question: how can it be used to develop sociolinguistic competence?

Overview

- Defining some key concepts
- Making the connection: digital humour and language teaching
- Theoretical framework
- Literature Review
- Research Agenda

Key Concepts

SOCIOLINGUISTIC COMPETENCE

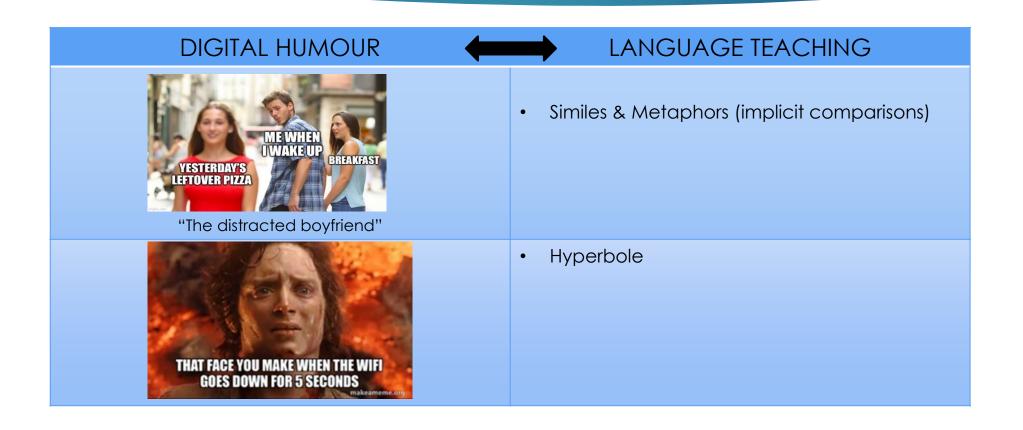
- Appropriate language use
- Social and cultural contexts
- Grammar & registers
- Politeness & norms
- Social meanings

DIGITAL HUMOUR

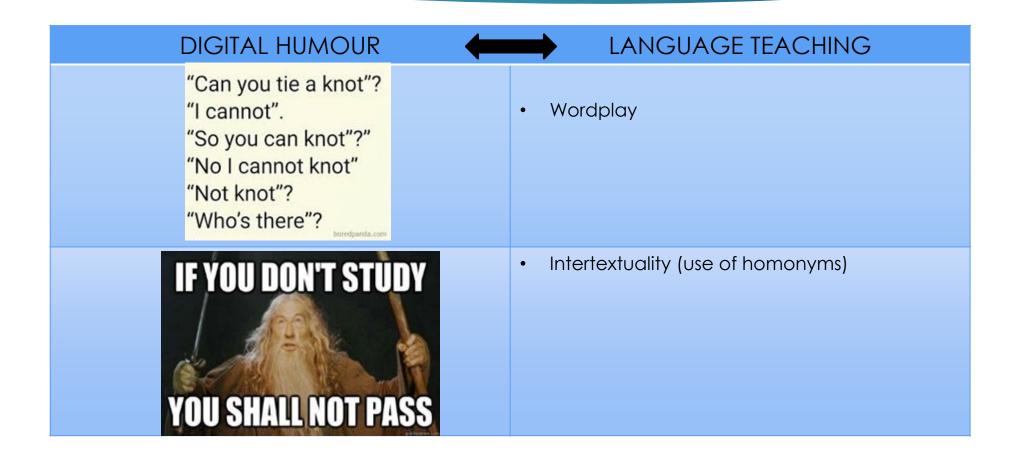
- Online spaces (memes, emoji's and GIFs)
- Multimodal
- Internet language

SOCIOLINGUISTIC HUMOUR

- Plays with language variation
- Dialects, slang, accents
- Code-switching
- Identity expressions







DIGITAL HUMOUR



LANGUAGE TEACHING



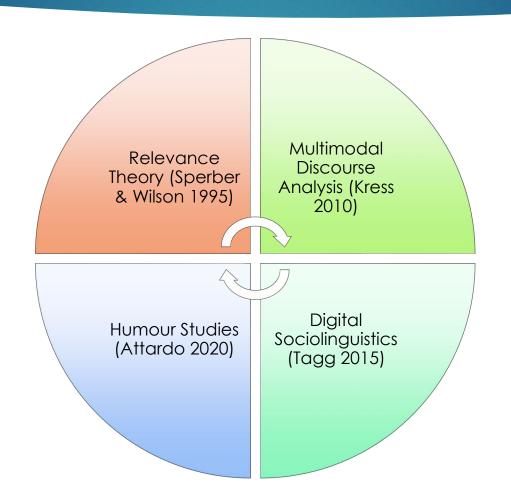
Sociolinguistics (dialects, language variation)





Sociolinguistics (style-, register-, codeswitching)

Theoretical Framework



Literature Review: Activity types











Literature Review: Pedagogical Benefits





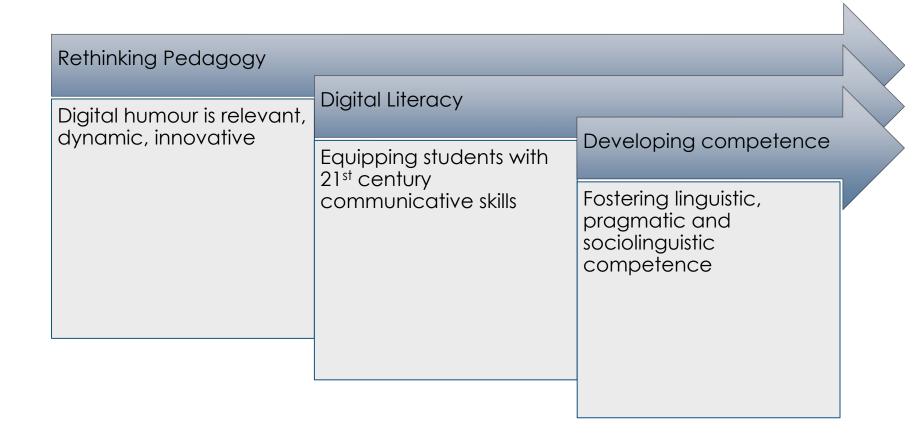




Positive attitude



Research Agenda







DANKIE vir julle vrael (Afrikans)

THANK YOU for your questions! [English]
GRAZIE per l vostre domante! (Italia)

