

Learning and Teaching Languages in 3D Worlds Creating Machinima for Language Learning

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Abstract

This presentation will focus on Second Life® (SL) a Multi-User Virtual Environment accessible via the Internet. SL was launched by Linden Lab in 2003 and belongs to the most popular social 3D worlds with a large and highly active educational community. A free client programme enables its users to interact with each other through 'Avatars' via voice and standard text communication tools (chat, IM). An 'avatar' is the graphical representation of a computer user representing himself/herself or his/her alter ego. Recent literature in the field endorses SL as a particularly appropriate platform for the development of oral language proficiency in distance education, collaborative and intercultural learning contexts and vocational training.

The machinima provided in this presentation demonstrate how the use of 3D worlds and/or the creation of machinima can enhance language learning.

Machinima is a technique for making videos or films from 3D virtual spaces using screen-capture programmes. In machinima the virtual world, its inhabitants and all their actions in it are captured 'on film'. Machinima allow people to document their activities and experiences in virtual worlds.

Machinima are very powerful in giving students the opportunity to keep evidence of their creations or activities in a role play and provide food for thought and discussion afterwards. Creating their own scenarios encourages students to practice reporting back from places of virtual worlds visited and analysing their presentation skills when recording their performance. Machinima are also a powerful tool for creative narratives or interviews which could also include real life footage such as Skype and recordings on mobile devices.

This presentation provides examples of different genres of machinima such as *Narratives, Jokes and Riddles, Interviews, Informative Videos, Language Teaching Scenarios (shopping, selling and buying), Idioms, Phrasal Verbs etc.*