E-learning for Languages in Digitally Converging Educational Institutions

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Abstract

PURPOSE

To report upon European legislative and technological developments towards digitalization and convergence of teaching procedures within educational institutions with particular reference to teaching languages in multi-device, multi-language processes.

OBJECTIVE

This paper reports upon the technological and legislative actions taken by the European Union to promote convergence between technology and education to achieve pedagogical as well as infrastructural results in terms of accessibility, fruition and interaction between students, teachers and non-human interactive interfaces. With a tribute to the writings of Mark Weiser the paper introduce the concepts of convergence, ubiquitous computing and e-learning applied to the Education realm, in which a constant multiplication of shapes and sizes of devices is the precursor of an eEducation system in which the educational institution, students and teachers carry out their actions within a virtual space and time continuum always connected. Understanding Ubquitous computing applied to Educational processes is the key to maintain the focus on teaching/learning, applying the multitude of resources as circular tools ringed around every actor involved in the Educational process.