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VR Apps for Collaborative Language Learning: A Comparison and Contrast

<https://jalt2021.edzil.la/session/2035>

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In this presentation ...

- ▷ Collaborative learning
- ▷ VR app review
- ▷ SAMR Model
- ▷ Summary



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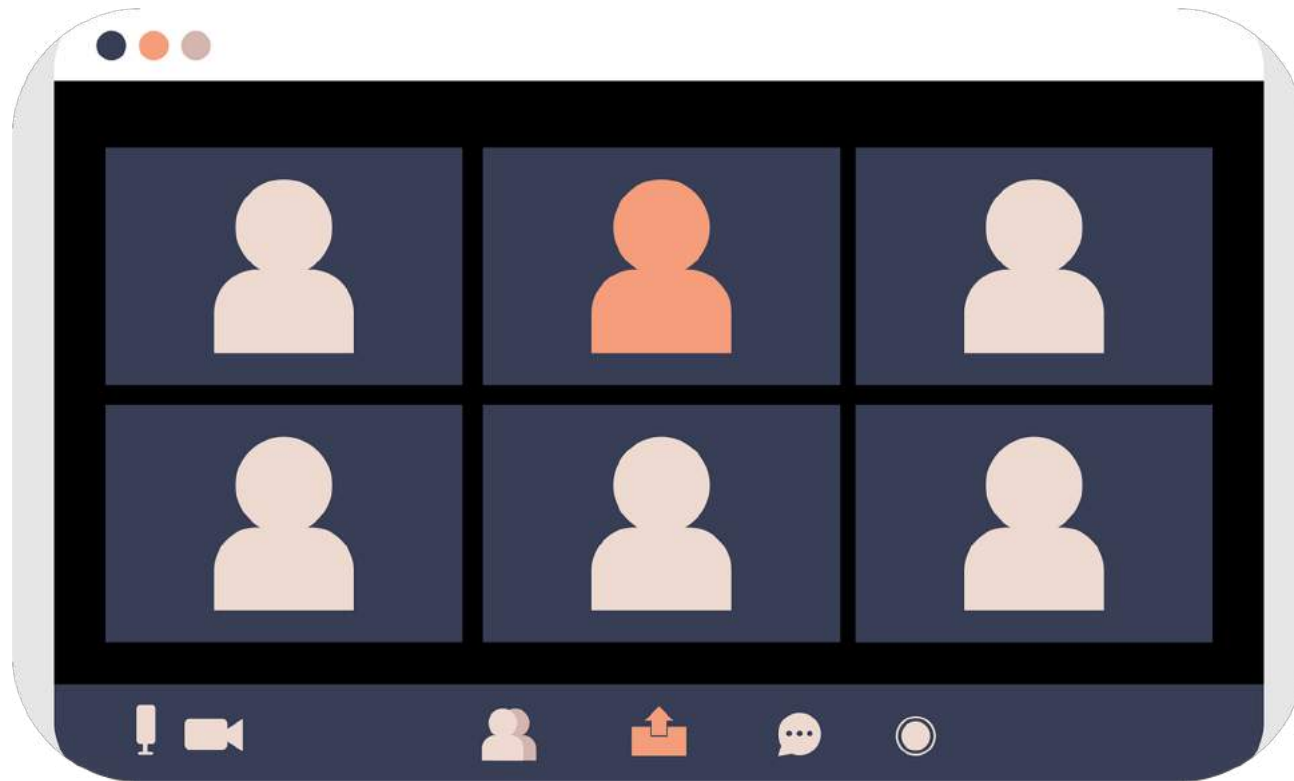
Collaborative Learning

Collaborative Learning in L2 Education

Collaborative Learning in F2F Classes

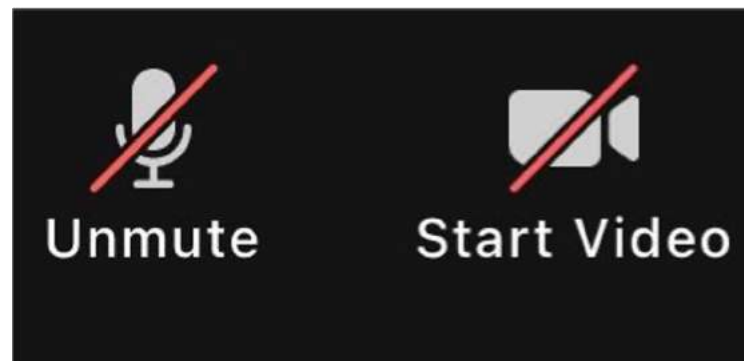


Collaborative Learning in Online Classes



Low Engagement in Virtual Classes

“A remote class session can seem like one long educational video to students.”



“Engaging Students through Zoom” from Yale University

<https://academiccontinuity.yale.edu/faculty/how-guides/zoom/engaging-students-through-zoom>

Shortcomings of Videoconferencing

Zoom fatigue

- ▷ Eye Gaze at a Close Distance
- ▷ Cognitive Load
- ▷ An All Day Mirror
- ▷ Reduced Mobility



Bailenson, J. N. (2021). Nonverbal overload: A theoretical argument for the causes of Zoom fatigue. *Technology, Mind, and Behavior*, 2(1), 1-6.

“

Immersive Reality

Caveats

- ⚠ Immersive learning as a supplement, NOT a substitute!
- ⚠ Not many apps dedicated to language learning!
- ⚠ Social VR apps as promising platforms for education

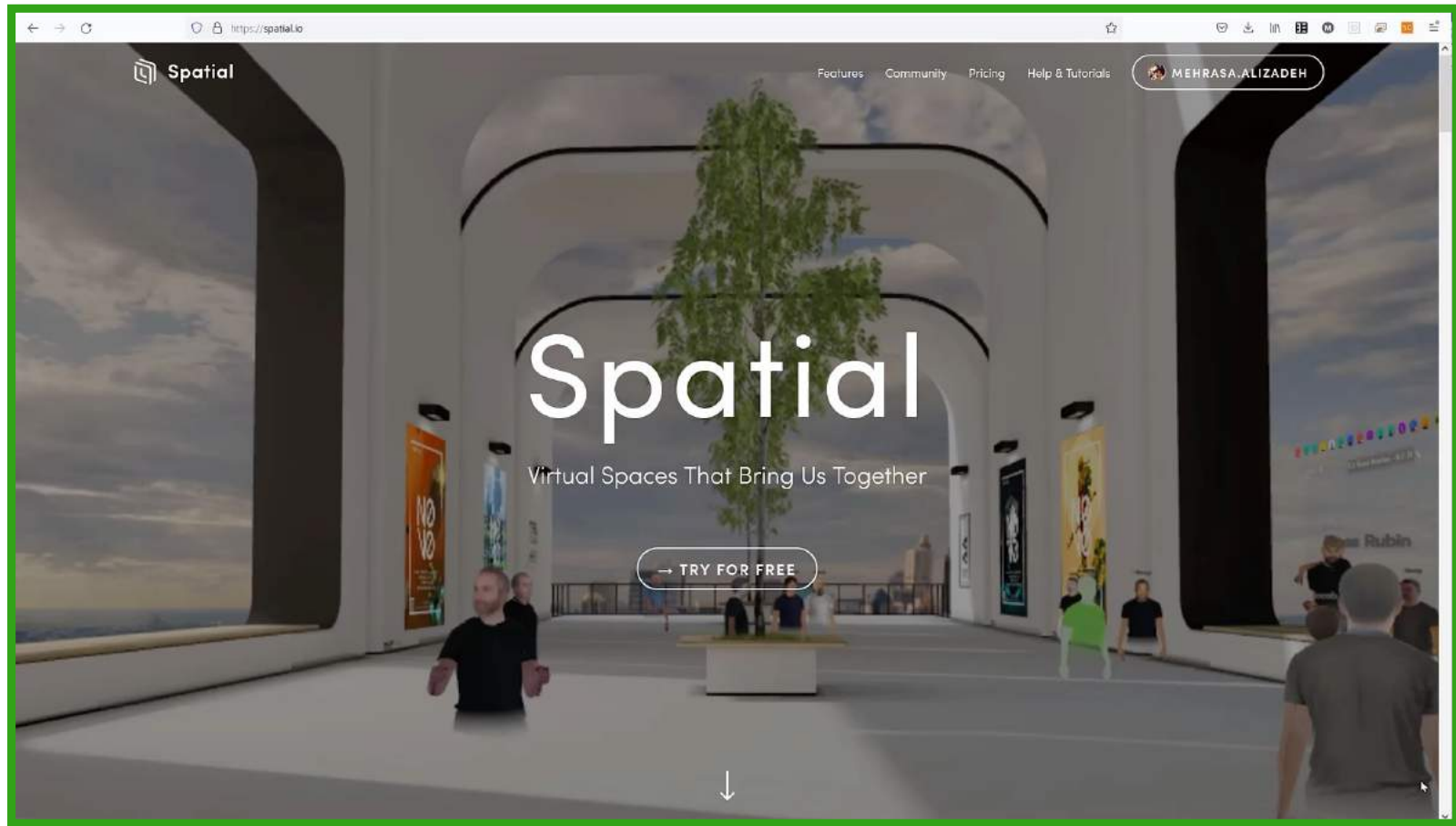


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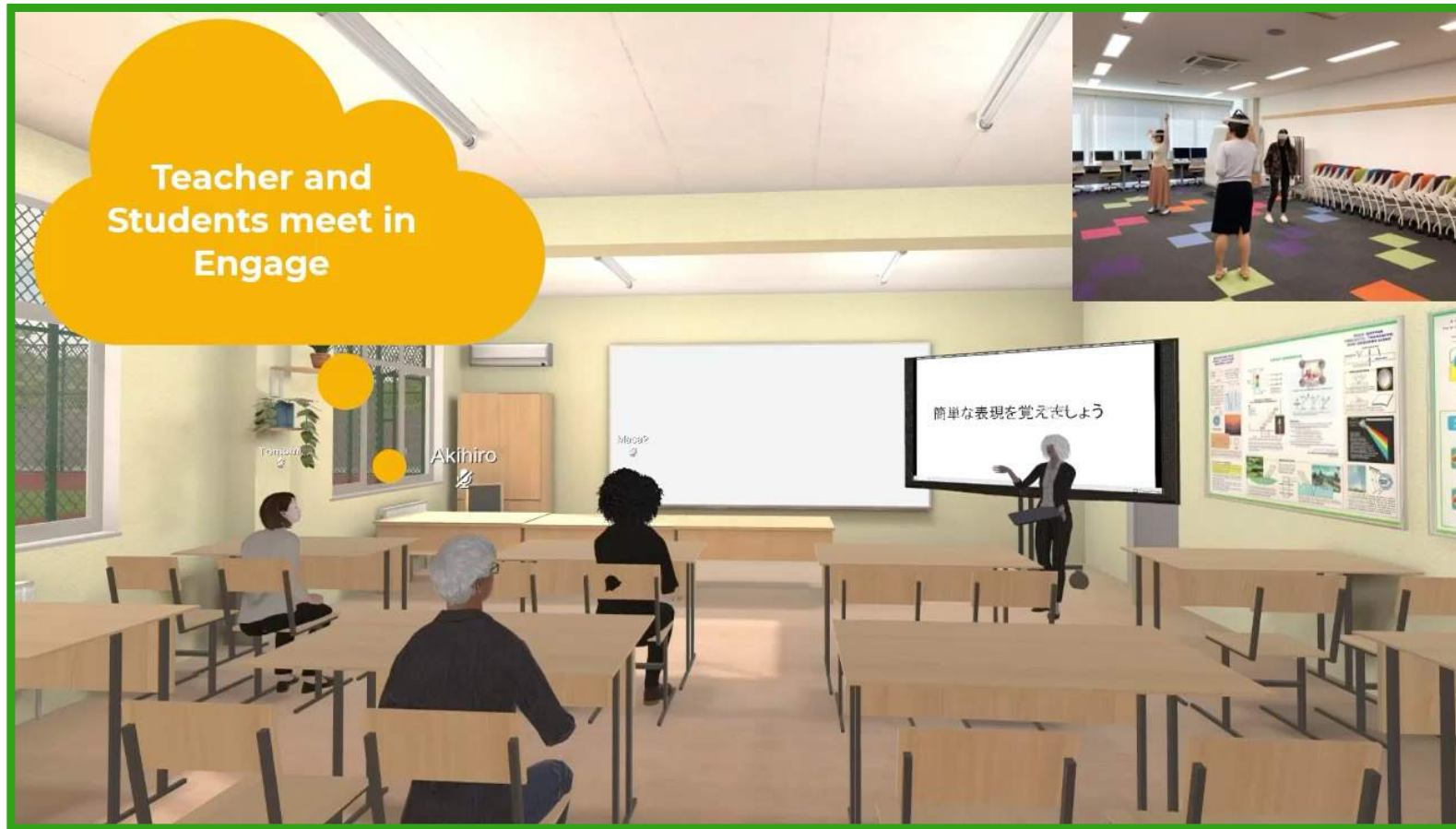
VR App review

Spatial , Engage, Mozilla Hubs, Virbela Frame

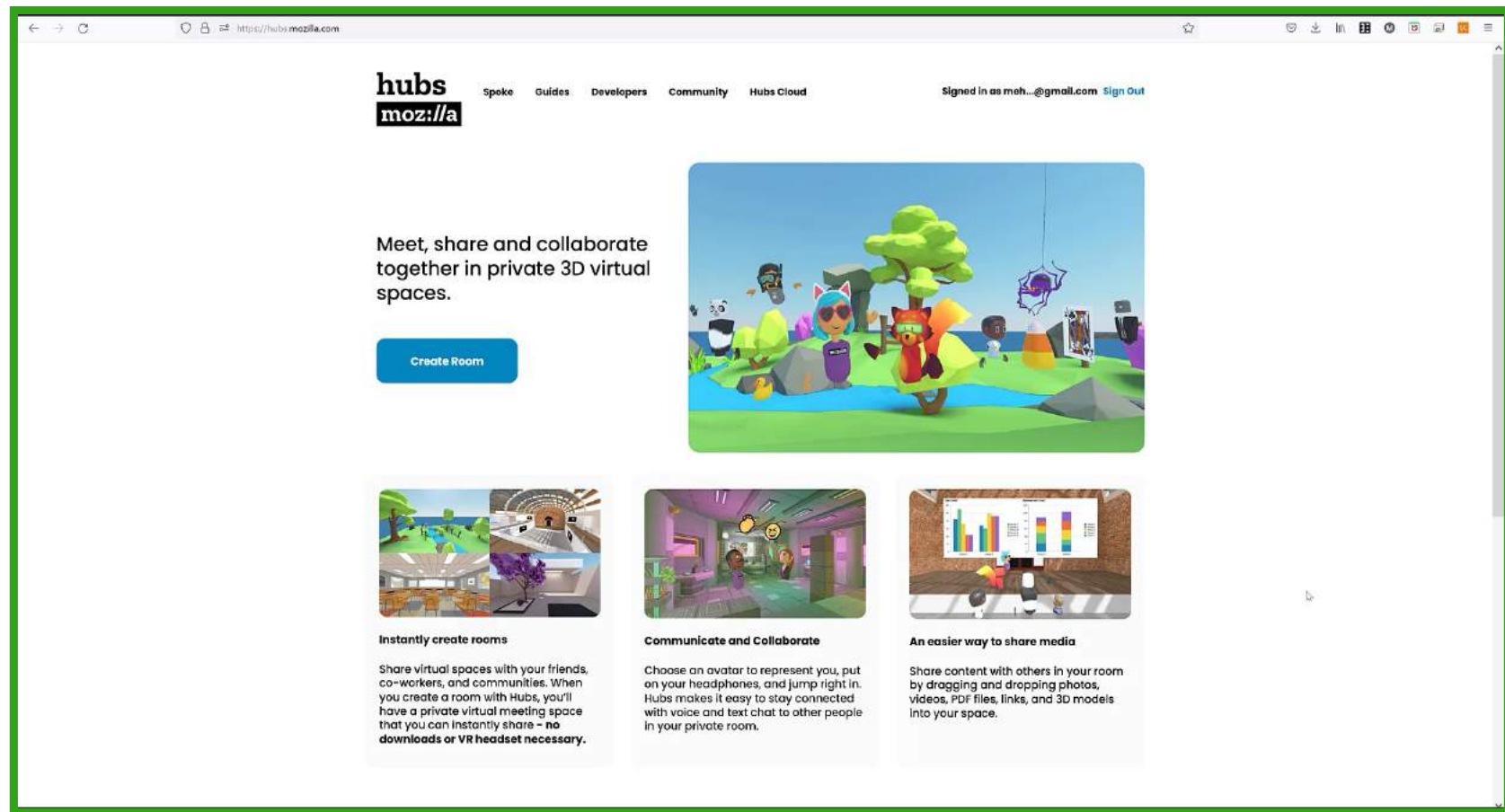
Spatial (<https://spatial.io/>)



Engage (<https://engagevr.io/>)



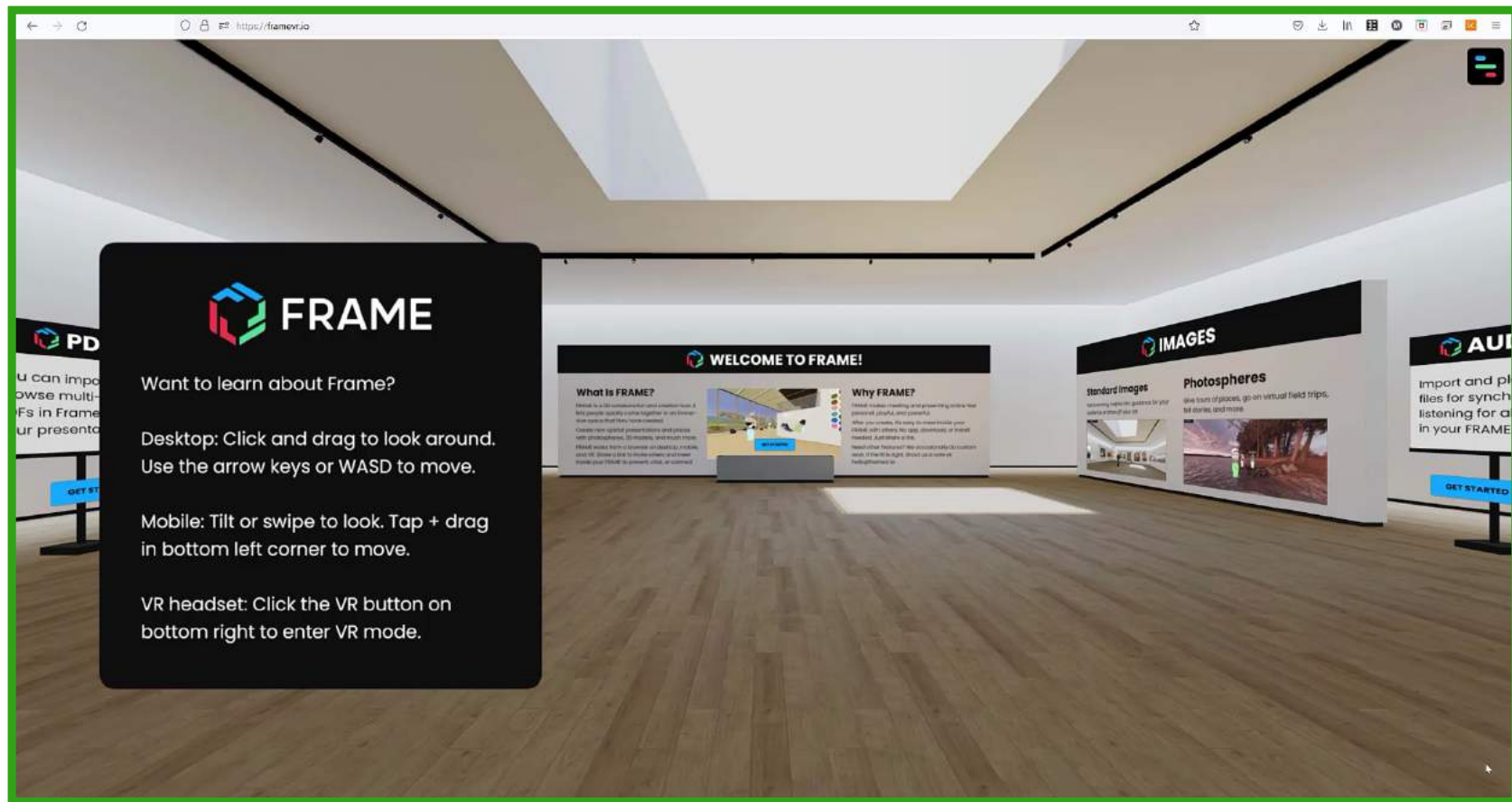
Mozilla Hubs (https://hubs.mozilla.com/)



The screenshot shows the Mozilla Hubs website homepage. At the top left is the "hubs mozilla" logo. To its right is a navigation menu with links for "Spoke", "Guides", "Developers", "Community", and "Hubs Cloud". On the top right, it says "Signed in as meh...@gmail.com" with a "Sign Out" link. The main heading reads "Meet, share and collaborate together in private 3D virtual spaces." Below this is a blue "Create Room" button. To the right of the text is a large 3D virtual world illustration featuring various colorful avatars, a tree, and a spider. Below the main heading are three feature cards:

- Instantly create rooms**: Share virtual spaces with your friends, co-workers, and communities. When you create a room with Hubs, you'll have a private virtual meeting space that you can instantly share - **no downloads or VR headset necessary.**
- Communicate and Collaborate**: Choose an avatar to represent you, put on your headphones, and jump right in. Hubs makes it easy to stay connected with voice and text chat to other people in your private room.
- An easier way to share media**: Share content with others in your room by dragging and dropping photos, videos, PDF files, links, and 3D models into your space.

Virbela Frame (<https://framevr.io/>)





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SAMR Model

Technology Integration Model

SAMR Model

REDEFINITION

Technology allows for the creation of new tasks, previously inconceivable.

R

MODIFICATION

Technology allows for significant task redesign.

M

AUGMENTATION

Technology acts as a substitute with functional improvement.

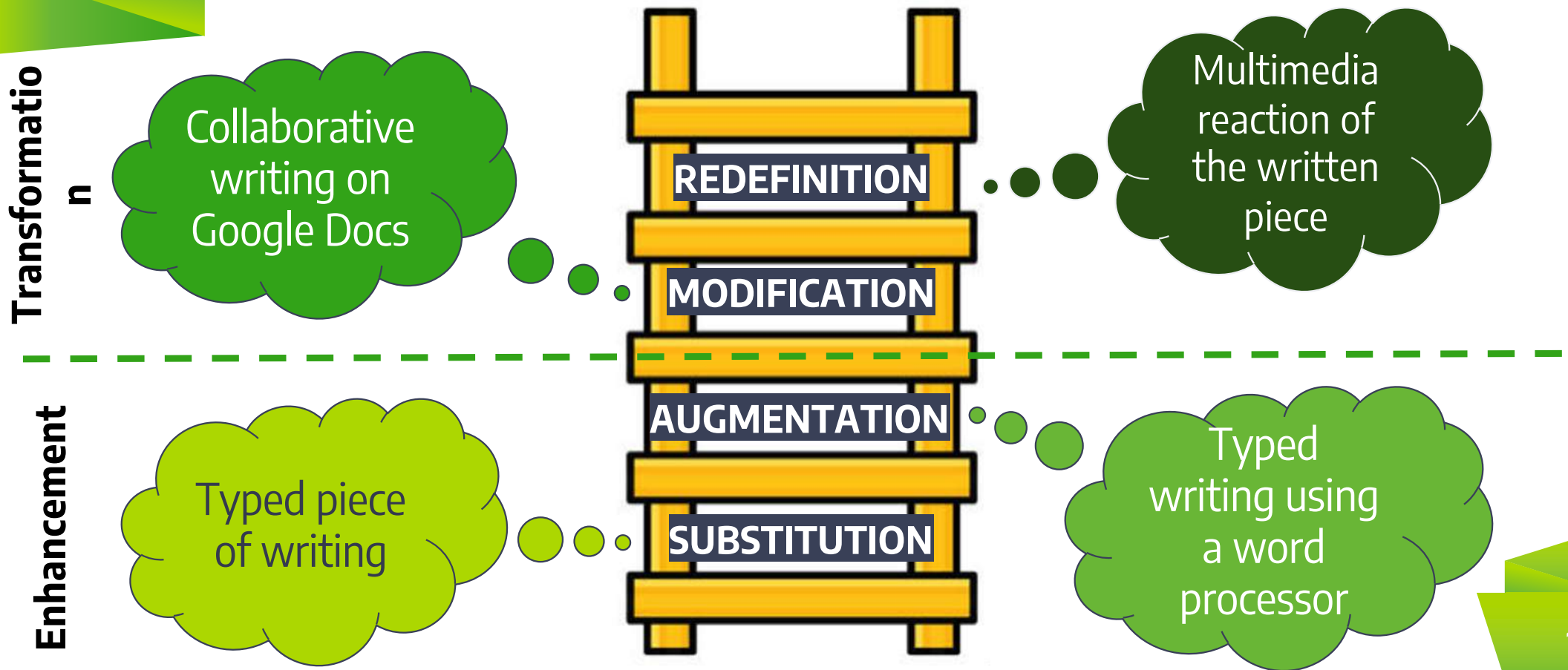
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SUBSTITUTION

Technology acts as a substitute with no functional change.

S

SAMR Model: An Example



Final Remarks

Aim for transformation

Beware of accessibility issues

Be creative in immersive task design

A large white number '4' is centered on a vertical green bar that has a slight gradient and a shadow effect at the bottom.

Summary

Time to wrap up

In conclusion

In today's workshop, we learned about:

- ▷ Four VR Apps:
 - ▶ Spatial, Engage, Mozilla Hubs, Virbela Frame
- ▷ Their affordances and limitations
- ▷ SAMR Model & VR



Thanks!

Any questions?

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