The Challenge of Mobile Language Learning

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Early Attempts at Mobile Learning

- **Historic**
  - Tablets, scrolls, books

- **Modern**
  - Phonograph records, cassettes
  - PDA, I-pod
  - Mobile phone
Mobile Phone Obstacles

- Intrusiveness
- Costs
- Technological constraints
  - Screen size
  - Keyboard size
Theoretical/Pedagogical Foundations

- Atheoretical
- Implicitly behaviorist
  - Repetition
  - Rote learning of isolated words
Theoretical/Pedagogical Shortcomings

- Text only (SMS)
- No context
- No communicative activity
- No feedback on performance
- No media support: no visuals, no audio, no voice recording
Mobile Phone Prerequisites

- Use must not be intrusive
- Minimize costs
- Minimize practical technological constraints
- Pedagogical methodologies grounded in second language acquisition research
MobLang Project

- EU funded Lifelong Learning project
- Basic communicative skills in minority languages
  - Irish/English (Ireland)
  - Basque/Spanish (Spain)
  - Albanian, Turkish/Greek (Greece)
  - Turkish/Greek, Greek/Turkish (Cyprus)
MobLang Implementation

- **Intrusiveness**
  - Online/on call

- **Costs**
  - Local micro SD card

- **Practical constraints**
  - Screen quality/size
  - Keyboard: no text input
MobLang Implementation

- Java-based mass market phones

<table>
<thead>
<tr>
<th>Brand</th>
<th>Market Share</th>
</tr>
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<tbody>
<tr>
<td>Nokia</td>
<td>44%</td>
</tr>
<tr>
<td>Samsung</td>
<td>22%</td>
</tr>
<tr>
<td>Sony Ericsson</td>
<td>18%</td>
</tr>
<tr>
<td>LG</td>
<td>5%</td>
</tr>
<tr>
<td>Blackberry</td>
<td>3%</td>
</tr>
<tr>
<td>Apple</td>
<td>2%</td>
</tr>
<tr>
<td>Others</td>
<td>6%</td>
</tr>
</tbody>
</table>

(6303i) 65% compatibility
MobLang Implementation

- Theoretical & pedagogical foundations
  - Basic speaking & listening skills
  - Lexical approach
    - Lexical strings
    - Collocations
    - Formulaic expressions
MobLang Menu Structure

- Lessons
- Lesson Search
- Flashcard
- L2-L1 Dictionary
- L1-L2 Dictionary
MobLang Menu Structure

Lesson Search
- Lesson search
  - Ailments & injuries
  - Animals & plants
  - Applying for a job
  - Art, music & media
  - At home
  - At the doctor

Flashcards
- August
  - 2010
  - J F M A
  - M J J A
  - S O N D

Dictionary
- Argentinian
- Asian
- Australian
- Austrian
- Bonfire Night

- August
MobLang Menu Structure

Carousel Menu Options

Lessons

- Getting Started
- Greetings
- Direction & Location
- Weather & Time
- Food & Drink
- Shopping
- Personal Relations
MobLang Menu Structure

Getting Started

Alphabet

Numbers

Calendar

Seasons

Months

Days
MobLang Menu Structure

Greetings
Phrases
Vocabulary
Listening
Speaking
Dialogues
Reading & Writing
MobLang Activity Types: Phrases

Listening
- Hear L2/Select multiple-choice L1 text equivalent
- Hear L2/Unscramble L2 text equivalent

Speaking
- See image/Record L2 word
- See L1 text/Record L2 equivalent

Reading & Writing
- See L1 text/Select multiple-choice L2 text equivalent
- See L1 text/Unscramble L2 text equivalent
MobLang Activity Types: Dialogues

Listening
- Hear L2 dialogue prompt / Unscramble L2 text response

Speaking
- See L2 text dialogue prompt/Record L2 oral response
- Hear L2 text dialogue prompt/Record L2 oral response

Reading & Writing
- See L2 text dialogue prompt/Unscramble L2 text equivalent
Conclusion

- Java-based multimedia mobile phone technology (keyboard inputting constraint)
- Technological platform based on affordable phones and local storage of resources
- Lexical approach effective for basic communicative oral competency
Research Implications

- User data collection on SD cards
- Possibility of uploading data to a server
Thank you for your attention!