TILA Task Specification

Topic: Getting Started

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TILA Task Specification

Topic: Getting Started

Title of TILA task	Getting Started[1]
Partner team (schools and teachers)	Einstein Lyceun Kastelli
Thematic description	An introduction to OpenSim and the participants
Target language(s)	English
CEF level	B2/C1
Learning objectives (linguistic, communicative, and intercultural) See the CEF and ICC "can do" statements	Communicative and intercultural: Getting to know each other and the OpenSim tools. No official "can do" statements needed.
Description of blended learning approach	Instructions on how to get into OpenSim via Skype, and in-world instructions are given within OpenSim.
Task outcome(s) (products produced by students)	Know how of OpenSim. Social acquaintanceship between participants.
Technical specifications (tools that will be used)	OpenSim, Skype and e-mail

Preparatory Phase

Description of subtask(s)	Preparation, getting into OpenSim + Welcome
Duration (approx.)	Becoming more technically proficient
Learning objective(s)	OpenSim, Skype and e-mail.
Environment and tools (classroom, homework, forum etc.)	All students
Form of interaction (pair work, small groups, teacher centred)	All participants are welcomed in OpenSim, and are able to repeat the process of getting into OpenSim

[1] Task developed by P. Bastian & D. Reinhardt (Master Students of Foreign Language Education at Utrecht University).

Expected outcome(s)	Preparation, getting into OpenSim + Welcome

Main Phase

Description of subtask(s)	Arcadia, getting to know the controls.
Duration (approx.)	30-40 min
Learning objective(s)	Becoming more technically proficient and becoming familiar with the other participants
Environment and tools: synchronous (e.g. OpenSim, BigBlueButton) or asynchronous (e.g. forum)	Synchronous: OpenSim (Skype if necessary)
Form and organisation of telecollaborative interaction: Number and size of telecollaboration groups; other participant roles	6 students in total per group. Two groups in total: NL-NL & NL-EU. (Student) teachers
Expected outcome(s)	Students will have become familiar with OpenSim

Post Phase

Description of post task	Q&A
Duration (approx.)	5-10
Learning objective(s)	Becoming more technically proficient and becoming more familiar with the participants
Environment and tools (classroom, homework etc.)	OpenSim (Skype and e-mail are mentioned)
Form of interaction (pair work, small groups, teacher centred)	All participants
Expected outcome(s)	Questions asked by students and answered by teachers.

Summary:

- 15-30 min preparatory phase

(This task may take longer than expected due to the introductory nature of the Task)

In this phase the students and teachers are communicating via Skype on how to get into the world of OpenSim, including the TILA grid. All instructions on how to properly access OpenSim via the TILA grid can be found on a handout sheet provided by TILA and included in this research (links below). The group is welcomed into OpenSim and receives instructions for the main phase.

Connecting to OpenSim:

http://www.tilaproject.eu/moodle/pluginfile.php/82/mod_resource/content/6/TILA-HowToGetOnTheTILAOpenSimGrid.pdf

Movement in OpenSim:
http://www.tilaproject.eu/moodle/pluginfile.php/2102/mod_resource/content/2/TILA-Basic3Dskills-v1.pdf

- 30-40min main phase

The group is educated on using the voice communication tool of OpenSim, through a tutorial sheet created by Nick Zwart (links above).

The group is led by one or two teachers to the island of Arcadia. Here they will be introduced to the controls of the virtual world and instructed on how and when to use these controls. The Island of Arcadia is specially designed for the purpose of explaining the controls of OpenSim and does most of the work without the teacher having to interfere. However, some parts of the introduction in Arcadia can be left out (how to build within OpenSim for instance) and the students have to be alerted of these points in the tour.

After the controls have been explained the students receive some time to get to know each other on an informal basis. Depending on the familiarity amongst the students an introduction round can be used. Other than that, a game can be played (next to the Arcadia castle) by one or more students at the same time in order to give them some time to work with the controls and talk to each other on an informal basis. Finally, the students are transported to Chatterdale, given a little tour of the Island, and receive some free time to explore the surroundings.

- 5-10 min post phase

All students are gathered at a TILA meeting point on the main island and asked if they have any questions about OpenSim and the following project. Details for next meetings and ways of contact (Skype or e-mail) are addressed. A vocabulary sheet is provided to help the students prepare for the upcoming Task.

Useful Phrases for Discussions (vocabulary sheet)

http://giselagoldstein.de/english/phrases_discussions.pdf

Printables:

The following two links lead to separate instructions that need to be printed in advance of the task and given to the students.

Connecting to OpenSim:

http://www.tilaproject.eu/moodle/pluginfile.php/82/mod_resource/content/6/TILA-HowToGetOnTheTILAOpenSimGrid.pdf

Movement in OpenSim:
http://www.tilaproject.eu/moodle/pluginfile.php/2102/mod_resource/content/2/TILA-Basic3Dskills-v1.pdf