

CALL (Computer-Assisted Language Learning)

The CALL stream is designed to provide TESOL professionals the knowledge and skills necessary to efficiently and effectively integrate technology into practice. In order to provide such knowledge and skills, the CALL stream approaches CALL pedagogy from multiple perspectives. For example, some courses are offered to help students acquire the theoretical foundations for efficacious CALL use. In addition to theoretical courses, other classes have strong foci on hands-on practices and applications. While students have options to take these courses, additional CALL classes aimed at current issues and research are also provided. In sum, the CALL stream offers a variety of courses from multiple perspectives in order to supply students the technological know-how they will need as TESOL professionals.

2110185 Introduction to Corpus Linguistics* (Teaching Vocabulary) (more basic)

Do not let the name of this course scare you off. This is not a linguistics course as such. Rather, this course explores the lexical element in language and looks specifically at corpus and related on-line tools and how they might be used to enhance the teaching of language as a predominantly lexical entity to EFL learners. In essence, this three-hour-per-week course is designed to provide students with a course in issues and practices related to the teaching and development of EFL vocabulary focusing on corpus and other computer assisted tools. Although the goals of this class are practical, there will be some theory involved centering mostly on aspects of lexis/vocabulary. In this course we will be taking the widening viewpoint that vocabulary is the central component of language and that teaching language should revolve around different aspects of vocabulary and how they interact with and shape other aspects of language. This is most fitting here because it is through extensive study of corpus that linguists can observe these connections in real language use. Further, it is corpus use that teachers can help their students better understand real language use. Thus, we will learn how to use this corpus-based approach as a tool for helping our students learn English better.

21024306 Internet Based Language Teaching* (more basic)

This course provides a mixture of computer assisted language learning (CALL) practice and theory. While students in this class will be exposed to and discuss aspects of CALL theory, opportunities will be given to explore, critique, and apply various Internet technologies to practice. By combining both theory and practice, this course aims to supply language teachers with necessary knowledge and tools to successfully integrate technology into their classrooms.

21023619 Computer-Mediated Communication in Language Education* (more basic)

This class is centered around the use of a specific learning management system (LMS), Moodle. While working with this program, students will develop engage in dialogue about the power of communication in language education and then develop activities and lessons emphasizing CMC (e.g., chat, discussion boards, etc). In addition to learning about CMC and LMS, students will discuss and explore ideas related to online cultures and communities of practice.

21101448 Theoretical Foundations of Computer Assisted Language Learning (more advanced)**

This course aims to provide students with the historical, pedagogical, and theoretical backgrounds of Computer Assisted Language Learning (CALL). In this class, students will develop their own philosophy of CALL after reviewing and analyzing separate CALL theories (e.g. Behaviorist, Integrative, etc.). While reviewing a range of theories, students will have opportunities to explore technology use as it stems from specific theoretical perspectives. This course helps provide essential principles for teachers to develop future CALL.

21023618 Digital Gaming and Teaching and Learning (Creating Multimedia for Language Learning (more advanced)**

This course looks in to the way digital games provide opportunities for learners to explore practice and develop language skills. This entails looking first into the theory of gaming and what it is about games that make them a unique and potentially useful venue for language learning. The course also looks at how teachers can manage the opportunities afforded by game play for maximum effect in the classroom.