

Video and Digital Media: Dare to Go Digital!

With the advent and development of digital media, more and more teachers and language programs are creating their own digital learning materials for use in computers labs or on Websites. Creating such content has become a means of disseminating information to the world via the Internet. Furthermore, many language programs are seeking to set up multimedia language labs---or upgrade existing ones---to meet the language and technical needs of students.

Yet, for all these possibilities, teachers often are searching for the know-how to accomplish these projects. Are they difficult? What hardware and software tools do I need? Can I create materials on a limited or non-existing budget? And what about computer labs? What are the steps to setting up a lab and ensuring its longevity? This presentation will address some of these issues.

Authoring Digital Multimedia

1. Understanding benefits and challenges
2. Preparing your recording "studio"
3. Deciding on delivery method (local lab or online)
4. Selecting hardware and software
5. Recording and editing media files
6. Encoding in preferred format



Planning, Designing, and Maintaining a CALL Lab

1. Conducting a review of the literature to understand the evolution of CALL and its use in education: benefits and challenges of technology
2. Planning in the early stages: staff involvement, funding, needs assessment, lab security
3. Preparing short- and long-term budgets
4. Determining the physical layout of labs
5. Selecting hardware and software
6. Managing the day-to-day operations of the lab: workstation management and control, check-in/out of materials
7. Learning how to blend technology with the goals of the classroom curriculum
8. Providing initial and on-going teacher training
9. Understanding copyright issues



Resources

Computer-Assisted Language Learning
<http://edvista.com/claire/call.html>

So You Want to Build a CALL Lab?
 Down-to-Earth Pointers from Ohio University's Greg Kessler
<http://www.eslminiconf.net/june/story4.html>

Faculty Needs Assessment Questionnaire
<http://edvista.com/claire/needs.html>

Installing a multimedia Laboratory: Some lessons to be Learned
<http://www.citr.uq.edu.au/oncall/smith81.htm>

Planning Computer-based Language Learning Resource
<http://www.ohiou.edu/esl/teacher/technology/lab/index.html>

Laying Out a CALL Lab
http://coarts_faculty.utoledo.edu/dcoleman/TESOL99/Question.html

Managing a Multimedia Language Centre
http://www.ict4lt.org/en/en_mod3-1.htm

Computer Classroom and Laboratory Design: Bibliography
<http://www.unc.edu/cit/guides/irg-03.html>

Lessons from the Past, Lessons for the Future: 20 years of CALL
<http://www.camsoftpartners.co.uk/coegdd1.htm>

Computer-Assisted Language Learning Resources
<http://edvista.com/claire/call.html>



General

The Computer Delusion
<http://www.tnellen.com/ted/tc/computer.htm>

A Place to Start in Selecting Software
http://oregonstate.edu/~healeyd/cj_software_selection.html

Debate Rages Over 'Digital Divide'
http://www.education-world.com/a_admin/admin103.shtml

Distance Education at a Glance
<http://www.uidaho.edu/eo/dist1.html>

Technology and Second Language Teaching
<http://www.gse.uci.edu/markw/tslt.html>

Before, During, After:
 Checklist for Redesigning a Course of Study to Include the Significant Use of Technology
<http://www.georgetown.edu/crossroads/guide/steps.html>

Issues and Strategies in Technology Integration
<http://www.tcet.unt.edu/START/instruct/general/techinteg.htm>



Software

Recording and Editing Software

Audio

- AdobeAudition. (2006). San Jose, CA: Adobe. Retrieved March 10, 2006, from the World Wide Web: <http://www.adobe.com/special/products/audition/syntrillium.html>.
- Audacity. (2006). Retrieved March 10, 2006, from the World Wide Web: <http://audacity.sourceforge.net>. [FREE]
- Microsoft® Sound Recorder. [Found in the Accessories folder in Windows]
- Sound Forge Audio Studio. (2006). Sony Media Software. Retrieved March 10, 2006, from the World Wide Web: <http://www.sonymediasoftware.com>.

Video

- AdobePremier Elements. (2006). San Jose, CA: Retrieved March 10, 2006, from the World Wide Web: <http://www.adobe.com/products/premiereel/main.html>.
- Microsoft® Windows Movie Maker™. (2006). Redmond, WA: Microsoft. Retrieved March 10, 2006, from the World Wide Web: <http://www.microsoft.com/windowsxp/using/moviemaker/default.aspx>. [FREE]
- PowerDirector. (2006). Taipei, Taiwan: Retrieved March 10, 2006, from the World Wide Web: <http://www.cyberlink.com>.
- Ulead Video Studio. (2006). Torrance, CA: Retrieved March 10, 2006, from the World Wide Web: <http://www.ulead.com/vs/runme.htm>.

Encoding and Production Tools

- Helix Producer Basic. (2006). Seattle, WA: RealNetworks. Retrieved March 10, 2006, from the World Wide Web: <http://www.real.com>.
- Microsoft® Windows Media Encoder™. (2006). Redmond, WA: Microsoft. Retrieved March 10, 2006, from the World Wide Web: <http://www.microsoft.com/windows/windowsmedia/en/default.asp>.
- Quicktime Pro. (2006). Cupertino, CA: Apple. Retrieved March 10, 2006, from the World Wide Web: <http://www.apple.com/quicktime/download/>.

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Randall's Other Presentations at TESOL:

- Friday, 10:30-11:30 a.m., *Windows Media Applications: Controlling Playback for Better Listening*, Electronic Village.
- Friday, 2:00-3:30 p.m., *Breaking the Sound Barrier on the Web*, Electronic Village
- Friday, 4:00-4:45 p.m., *Multimedia Web Sites for Improving Listening Comprehension Skills*