

The Technology Fair at Ohio TESOL 2007 was host to several creative DIY projects developed by faculty and students from Ohio University and one Web 2.0 mashup whiz from Ohio State University.

Each one of these projects is an example of how technology is being used to create tools and resources that can often be fully customized to enhance your learner's experience.

### **How to Use iMovie to Create Educational Material**

**Apple's iMovie was used as a starting point for creating a series of educational material that was developed to supplement an ESL class at Ohio University. Based off the content focused on in the film, educational materials was created which touches upon each of the language skill areas including listening, speaking, reading, writing and grammar. These materials show how videos can be created and incorporated into the ESL classrooms using simple computer software.**

<http://oak.cats.ohiou.edu/~sb704206/Automatic.mov>

*Capturing, editing, and distributing video is becoming easier and less expensive as digital technology continues to develop. Windows Movie Maker and iMovie are easy to learn programs and are available on newer PCs running Windows XP and up and Macs running OS X and up. Creating, planning and shooting the video can be a project in itself and the end result of your work can be a fun resource that can be reused again and again. In this project, Stephanie created a video to show how to operate a vehicle with automatic transmissions.*

### **Working Toward a Goal: Using Internet Resources to Help Students Create a Final Project**

**This session will look at how you can use a combination of resources found on the Internet to allow students time to explore their use of English over a longer period. This type of lesson is intended for older students to have more time to develop and reflect on their use of the language by working a little more independently outside of the classroom in order to create a personal project. We will see examples of how you can use podcasts, Google Docs, Moodle, Hot Potatoes, and Gong to create an integrated lesson so that students can have the support they need to finish the project. As an example, we will be using the NPR series "This I Believe"**

<http://www.npr.org/templates/story/story.php?storyId=4538138>

### **The Online Audio Lab**

**Using a combination of open-source software, the online audio lab not only replaces the traditional language lab, but also adds enhancements. Some of these enhancements include interactive support activities, RSS feeds to authentic listening materials and a java-based synchronous voice & text chat discussion board. Additional features include a shared knowledge base glossary and streaming video lectures covering strategies for improving spoken English skills. All of these functions are integrated into an open-source course management system. This integration within a CMS enables teacher management of discussions, archiving, and integration with other selected language learning experiences. The motivation for creating this online lab and context in which it is used will also be discussed.**

*Mike's projects really showcases a variety of technologies that can be weaved together to create a rich, interactive environment online. Using Moodle as the base for hosting and managing quizzes and exercises created through Hot Potatoes, Gong for an embedded voice recording*

*message board with asynchronous and synchronous communication abilities, podcasts, and Google Docs, Mike has pooled together tools that create a two way street where information is being both received and transmitted by a learner.*

## **YouTube / Google Maps Mashup**

**YouTube and Google Maps have become extremely popular examples of Web 2.0 applications. Much of their popularity comes from the ease with which users can share content on these two platforms. In this YouTube / Google Maps mashup, student-created videos are linked to points on a map in order to give a virtual tour of the Ohio State campus as well as parts of Columbus.**

*Web 2.0 has resurfaced as a buzz word as more organizations are discovering the capabilities of these technologies for the first time. The YouTube / Google Maps mash up is a great example of how these technologies are going one step further and developing ways to share and link content between systems. In the mash up, video is created and uploaded to YouTube, a video sharing website that is then linked to a location on Google Maps, which allows you to create customized maps of places you pick to include and tag. The result is a map that has tagged locations that also have embedded links to the YouTube content. Mash-up oriented platforms and open APIs will allow for more integration of content across multiple sites. Now if we could just search things out with greater efficiency, but that is a buzzword for another day.*

## **Gong**

**Gong is a voice board - similar to forums or discussion boards many people are familiar with in software like Blackboard. The difference is that messages aren't typed, but spoken; users can leave spoken messages, which others can then listen to and respond to, and nobody necessarily needs any special software, and it's all completely free. For the language classroom, it basically gives teachers all the functions of a traditional language lab, and then some, without the actual lab - students can record speech samples, which the teacher can listen to and comment on with speech and text. The teacher can record a listening exercise for students to comment on. Students can listen to and have discussions with each other - and all from the comfort of wherever they use a computer.**

<http://gong.ust.hk/>

*Gong is a neat tool that Greg has been incorporating into his Moodle since I first met him. I have seen similar programs available on the web that don't require setting up a server to run Gong, but rather hosts the technology on their servers; you just have to create a user account. The really cool part about this technology is that it runs in the browser, not as a separate program. The benefit to the end user is that a new program does not need to be purchased; they really just need Internet access and the minimum technical specifications. Other examples of this include online games, document creation, even operating systems.*

Also, thanks go out to Denise Friends of Polaris Career Center for her presentation on *Integrating Technology in the Multi-Level EL/Civics Classroom through the Utilization of Virtual Visits* (try this link to get started previewing "locations" for your virtual visit - <http://oedb.org/library/features/250-plus-killer-digital-libraries-and-archives>) and to Pat Janecek of McGraw-Hill for taking the time to introduce the *Interactions/Mosaic Silver Edition* series (and for passing out free copies!)

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