How to adapt or create an app for use in an ESL classroom

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Apps and Language Learning
- Mobile Environment (Wireless Technology)
- “Anytime, Anywhere”
- Apps are convenient, ubiquitous, and often free or very inexpensive.
- Apps need to be treated no differently than other potential learning tools.

Mystery Wyrd
- Vocabulary game app using LiveCode
- User friendly vocabulary game
- **Five** vocabulary words based on a topic of a class lesson
- Interactive tool
- Automatic feedback (You won! / Try again!)
- To be able to be used for all proficiency levels

Theoretical Foundation of Mystery Wyrd
- Mobile Assisted Language Learning (MALL) (Sharples, 2006)
- Game-based Learning

For Students
- To have **fun** and **interesting** way to check their knowledge of vocabulary
- To be able to **enhance students’ motivation**
- To be able to get feedback **immediately** and **automatically**
- To become more **autonomous learners**

For Teachers
- To be able to **motivate students**
- To make lessons more **interesting**
- To be able to create **active, interactive, and authentic** learning environments
- **Convenient**: To be able to change vocabulary words easily based on a topic and levels of students
- **Formative assessment**: To be able to evaluate the current progress of learners

How to Utilize the app in an ESL Classroom
- **Vocabulary Class**
  - Warm-up, Checking Knowledge (e.g. spelling, matching with pictures), Competition games, Review
- **Listening / Speaking / Reading / Writing Class**
  - Activate schema, Add pronunciation (e.g. IPA), Connect to Web 2.0, Use with other apps (e.g. Smuel), Review key words
- **Assessments**
  - Self-assessment, Pair / Group quiz, Formative assessment
- **Pronunciation Class**
  - Spelling, Visualization (e.g. IPA, wave form, pitch contour, spectrogram.), Listen, repeat/record, and compare, ASR (automatic speech recognition) scoring: [www.englishcentral.com](http://www.englishcentral.com)

Suggestions
- Connect an app to a classroom blog (e.g. use an app for homework)
- Ideas from other teachers
- Creating a mobile application by a downloadable software
  (e.g. [www.appgyver.com](http://www.appgyver.com), [http://www.appypie.com](http://www.appypie.com)) – Through a laptop or a smartphone