

ED-MEDIA 2006 Show & tell

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FRANEL: a public online language learning environment, based on broadcast material.

Abstract 100 words

Via Franel we want to stimulate the inhabitants of the border area Flanders - Wallonia - France to learn each others' language and culture. After all, this free electronic language learning environment is based on reportages from three regional TV channels which present the neighbours' region. Communication without borders is our baseline.

The most important trump cards of Franel include:

- the integration of authentic broadcast materials (streaming video with adapted Franel-player)
- the thematic structure in modules and units, constructed along a uniform global didactic scenario (listening comprehension, vocabulary, grammar, speech acts, etc.)
- multiple access facilities to the different materials
- an intuitive interface and the animated text balloon Franel
- half-open language activities, intelligent feedback and tracking & logging (via Idioma-tic and Cognistreamer)

Franel is intended for the general public, regular education and the business world. In less than three weeks time Franel has reached more than 2500 individually registered users.

Franel website: www.wtv.be/franel or www.kuleuven-kortrijk.be/franel

Project site: www.kuleuven-kortrijk.be/lingu@tic

Abstract 300 words

Via Franel we want to stimulate the inhabitants of the border area Flanders -Wallonia - France to learn each others' language (French and Dutch) and to get a better idea of their neighbours' culture. After all, this free electronic language learning environment is based on reportages from three regional TV channels which present the neighbours' region. Communication without borders is our baseline.

In this presentation, we want to focus on the main advantages of the Franel learning environment which we develop within the European project Lingu@tic. First of all, there is the use of authentic broadcast materials, offered via streaming video through our Franel player, with the possibility to activate the transcription and the translation of the video fragment. The learning activities are grouped in thematic modules (employment, leisure, etc.) consisting of a number of units, which are all based on a specific video fragment.

Each unit is constructed along a uniform global didactic scenario. We start off with an extensive component on listening-comprehension (prelistening, scanning, skimming), followed by components on vocabulary, grammar, spelling and pronunciation, and speech acts (each component accompanied with a theoretical flash card). We finish with a set of complimentary activities (mainly reading skills activities). The units cover levels A2 and B1 for Dutch, B1 and B2 for French.

Moreover, the exercises are accessible from different angles. On selecting "our editing", the user chooses a systematic path following each unit from beginning to end. If you prefer to follow your own trajet, you can choose "your editing". Finally, if you want to zoom in on a specific component regardless the module, then "zoom" is the appropriate choice.

Our mascot Franel, represented as an animated text balloon, guides the learner through the intuitive interface, which hides our authoring system IDIOMA -TIC and the learning environment Cognistreamer. Technological assets of this environment include the half-open language activities, the intelligent feedback mechanism and a tracking&logging system with complimentary reporting tools.

Franel is intended for the general public, regular education and the business world. In less than three weeks after launching the Franel platform, more than 2500 users have registered. This success is also explained by the use of a directed media campaign (TV spots, adverts, folders, etc.), on which we will briefly report as well.

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