

Utilization of BBS for ESL class

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We introduced the usage of a BBS system into ESL learning to enhance English reading and writing competence of our high school students. The BBS system can enable our students to learn English in a totally relaxed and comfortable way. They are expected to find an English file by using a Web browser and write down their reaction on a page designed in the BBS. Students are also expected to name the URL on the top of the reaction writing so that we can easily trace back what kind of file our students have read and what kind of viewpoint they have taken. The BBS system itself is not so complicated. The program was originally created by a Japanese college student and made to adapt our learning goals later. The good points of this system is (1) it is quite easy to grasp the several stages of developing process of our students' English learning only by giving a look at the writing page, (2) students can read and write English in a non-stressed way, (3) the English the students are likely to write is not so intimate or personal, which is one of the disadvantages of "pen-pal, or mail-pal" type of writing, (4) anyone concerned can write comments to the writings so that a kind of dialogue is possible among the people inside the system.

The eMINTS Project: Enhancing Missouri's Instructional Networked Teaching Strategies - Promising Developments and Projected Outcomes

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The eMINTS Project is an ongoing cooperative initiative between the Missouri Department of Elementary and Secondary Education (MoDESE), the Missouri Research and Education Network (MOREnet) and 98 elementary classrooms in 44 school districts. eMINTS classrooms are provided with an extensive technological infrastructure: high-speed internet connectivity, enough student computers to provide one computer for every two students, a high capacity teacher workstation with video conferencing capabilities, and a computer projector and a Smart Board. In addition to the computing infrastructure, participating teachers receive extensive training in constructivist, inquiry-based teaching methods which are supported by the University of Missouri College of Education, which provides full-time assistance in locating and using on-line instructional resources. Results from the first wave of this project, the MINTs Project, have demonstrated that well trained teachers working in technologically rich classrooms, can focus student interest and improve student scores on measures of academic achievement.

LEZI: a Tool for Easy Development of Interactive Video for Education

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The design and implementation of complex multimedia application is an extensive effort, requiring time, technical skills and sizable budgets. In few cases, therefore, in educational environment it's possible to realize complete hypermedia applications. It's true, nevertheless, that within several academic institutions there is the capability of developing high quality educational content, traditionally delivered as paper, while it could be more efficiently delivered in multimedia format. Our Laboratory is devoted to development of Multimedia applications, some of them concerning educational subjects in collaboration with several professors from the Humanities. Many of them asked for developing their own "cultural" application, but may be they don't have the budget, human resources or technical skills to carry on the job. With this requirements in mind we conceived LEZI, a tool that requires a minimal computer expertise in order to develop in a quick manner educational multimedia application based on interactive video and electronic documents.

New Views on Community and Collaboration: Building and Sharing Dynamic Worlds in Cyberspace

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Abstract: The Internet has the potential to provide an unprecedented dynamic, interactive learning environment - one in which students from around the globe can collaborate in the construction of exciting new worlds. Despite the Internet's capabilities, there is a lack of applications geared towards fulfilling this need. This poster session will present a prototype, the Kids Internet Construction Kit (KICK), that allows K-12 students to create and share dynamic worlds on the Internet.