Towards Models for Designing Language Learning in Virtual Worlds.
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ABSTRACT
This paper presents some of the overall frameworks and models for language learning that were used under Avalon (Access to Virtual and Action Learning live ONline), an EU co-funded project aimed at developing language-learning scenarios in virtual worlds. The introduction and background summarize some of the theories that constitute the starting points for the designs and are followed by a discussion of how the affordances of virtual worlds support the communicative language-learning model used in the project. Our main focus then turns to pedagogic design, where we present the methods used during the project and some generic aspects of course designs that were developed. We end with a more specific look at examples of task design from the courses given under the project framework.

Keywords: Language Learning, Learning Design, Task Design, Virtual Worlds