

New Spaces - Learning in the Global Languages & Cultures Room

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Abstract. This session aims to introduce delegates to the Askwith Kenner Global Languages and Cultures Room, which is designed to encourage the adoption of immersive technologies in foreign language and cultural study.

Keywords: Creative Learning Design, Language learning, Cultural studies.

1 Introduction

1.1 Reshaping Learning for All in Immersive Learning Environments through Creative Learning Design

This session forms part of the Reshaping Learning track and aims to introduce delegates to the Askwith Kenner Global Languages and Cultures Room¹. This room is designed to encourage the adoption of immersive technologies in foreign language and cultural study. Opening in August 2019, the room provides workshops, teaching spaces and lab facilities for those seeking to engage with XR and adopt its use in the delivery of teaching and learning.

The Global Languages and Cultures Room is a multi-purpose classroom and lab designed to engage students in language learning and inter-cultural competence. It is equipped with VR technology and an immersive space for interactive presentation. The room funds projects in collaboration with partners across the university, including the ETC - Entertainment Technology Centre, creating new experiences and applications for use in curriculum delivery. The room also runs electives for students and staff on XR use, focusing on curriculum delivery and use in teaching and learning, with the aim to explore a pedagogy for immersive technologies.

In this session delegates will gain insight into the workings and current progress of the room, through an overview of recent projects. Delegates will discuss strategies for adoption of immersive technologies in the curriculum, current challenges and longer-term aims. We will discuss ways to engage students in the technology and opportunities

¹ <https://www.cmu.edu/dietrich/modlang/kenner-global/>

for educators to gain greater confidence in the design of learning that addresses the particular affordances of XR. We will look at case studies and further examine the role of XR in the development of language learning and cultural study.