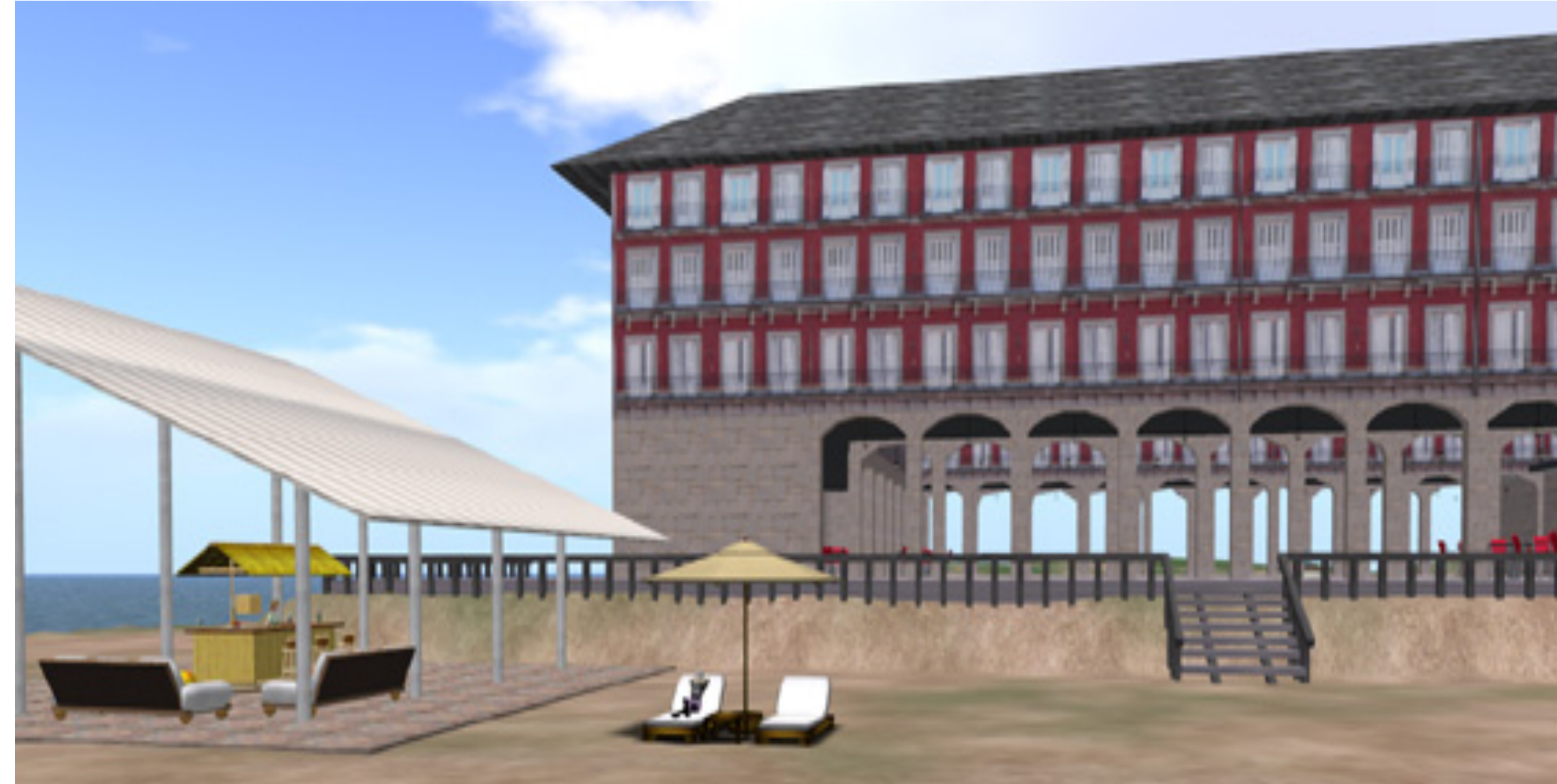


Teaching and Learning Spanish in Second Life

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It is generally assumed that the incorporation of new technologies in the process of language learning leads to better learning, but this is not always tested empirically. The primary goal of this study is to better understand student experiences and learning outcomes when using Second Life (SL) as a Teaching tool.

The objectives of this study are:

1. to try out the new methodology that incorporates Second Life as a Learning-Teaching tool.
2. to analyze student's oral participation when they are in the Virtual World of Second Life.
3. to determine if students learn and incorporate the Spanish idioms in their oral interactions.
4. to examine the importance of teaching presence when using new technologies in Spanish language learning.

