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## **Living English Simulation Learning for Non-Native English Speakers Incorporating Edutainment Methodology**

### **Description of the session**

The session will discuss and demonstrate a new sound code for the learning to speak English for people with English as a second language. There will also be a presentation of results of a student trial of the program where students will be given a pre-test to gather information about their current level of spoken English ability. The students will then spend 3 months working and practicing in the program. Once the trial has ended the student will be given another post test to see if any noticeable improvement in their spoken English. The trial will take place in the following countries, Malaysia, Japan, Saudi Arabia, UAE, India and Amman Jordan.

The research project is a major breakthrough for the student (and teacher) of English as it allows students to phonetically encode/decode the English language without the need to learn the difficult IPA. The project embraces innovative technology in order to provide a highly interactive program of study that is accessible to students in a variety of settings, face to face, e-learning and DVD. The project employs a simple coding system utilizing the existing English alphabet and spelling, with the addition of logical sound markers. Reminiscent of the IPA, the project code works on the premise of each sound being represented by a single symbol, however each symbol is the actual letter used to spell the sound. In order to differentiate the varied sounds possible from a single letter, a numerical superscript is used to identify each sound. In doing this, the code both simplifies pronunciation while retaining the word's spelling.

The English speaking educational program is being piloted and the results of the student's interactions with the learning and teaching features will be presented. The computer simulation part of the total program is branching more into educational entertainment for the university students and faculty. The simulation activity is one of several interactivities that complete the whole program and will be part of the demonstration.

### **Features of the program that will be demonstrated:**

- \* A Karaoke Feature
- \* E-books
- \* Games Simulation
- \* An Audio and Video record and playback feature.
- \* Interactive Dictionary
- \* Lessons supported by several thousand exercises
- \* Artificial Intelligent
- \* Offered through a face to face, e-learning and or DVD

### **Objectives of the session**

This session will introduce a new methodology that acknowledges the instructional limitations of the English language and addresses them through the use of a simple coding system to assimilate English text into a readily recognized phonetic language.

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To provide a demonstration on how the lessons are delivered online, or via a classroom facilitator, or a combination of both. This flexibility allows universities to select the mode of delivery that best suits the students.

### **Ways of involving the audience in the session**

This will be a live session as well as a demonstration over the internet, The Audience participants will be able to interact and try the various features of the educational program mentioned above, specifically the karaoke, e-book and the simulated games. The idea is to provide an experience for the audience in the learning interactions of the various features used in the educational program.

### **What attendees can expect to experience and learn**

The session will address the pragmatics of spoken English with explicit discussions on aspects of oral competency such as intonation and stress, providing even the most beginning English speaker or reader with the tools to become competent in spoken English. The participants will be shown lessons that feature both visual and aural elements in order to highlight correct pronunciation and spelling, and guide students from the simple to the complex to build on previously mastered skills. They will also be shown how the lessons are supplemented with a series of structured exercises to test and reinforce the skills and concepts introduced in each lesson. These exercises come in a range of formats to provide valuable reinforcement of newly acquired skills across varied learning contexts. This will all be based on the new spoken English learning code developed in this research project. The results of the research project trial will provide data to see if participants improve on their spoken English as well as provide information that will assist in adding value to the design development and production aspects of the project.