AR for EAL

Using Moatboat for teaching EAL

Flora Floris and three of her students in the English Department at Petra Christian University describe the success they have had in using the AR platform Moatboat when teaching EAL.

On the lookout for apps

In the English department at Petra Christian University in Surabaya, Indonesia, we are always looking for new ways to teach our subject. Two of our tutorial group, both students in the department, teach English to elementary and secondary students and were looking for an app which they could use to develop the acquisition of English vocabulary by their students.

We are all interested in Augmented Reality platforms: studies about the integration of AR in English language teaching, shows that AR can be an effective tool in improving students' learning, since it enables a sense of timely interaction between real and virtual environments, encourages interactivity and engagement, and offers opportunities for students to develop their own content (Tulgar, 2019).

- Each group is asked to create a story by using the characters or the objects available on *Moatboat*.
- Since *Moatboat* can also be the building, the teacher should allow the students to find a set the backdrop for their story.
- The students can tell their video recording. The recording will then be submitted to the teacher.
- As a follow-up activity, the teacher selects a couple of very good stories and asks all students to watch the recordings. The teacher then asks some questions about the stories to see if the fellow students understand.

5. Celebrations

- The teacher asks the students to create an interactive AR world for special occasions such as Christmas, new year, or birthday. The created world serves as a "card" addressed to someone special, such as parents, best friends, or teachers.
- The creation should be recorded and submitted to the teacher or shared with their classmates.
- An alternative would be to share the "card" with the intended recipients and record the receivers' responses.

We all think this kind of AR technology creates a positive learning environment, promoting safe and effective interactions, while enabling our students to explore and learn English in powerful ways. We can certainly recommend trying it out!

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