Confluences and Connections: Bridging Industry and Academia in CALL

Annual Conference
May 21-25

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Robert Elliott, University of Oregon

Location

Carnegie Mellon University, Pittsburgh, PA

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Posner 147   TBLT in Chinese and Korean Immersive Programs: A Computer-Mediated-Communication Task's Design, Implementation, and Evaluation
Kevin Fedewa, WeiHsuan Lo, Jing Paul, Adelia Kim, Changu Kang, Nikeese Daniel

Plenary Speaker
Hall of Arts 160

5:00pm - 6:00pm

Frederik Cornillie

It Takes a Village to Create Impact from Research.
Towards Smart Collaboration within the Innovation Ecosystem of CALL

If we want to keep creating impact from research in CALL, we need to (re-)consider our position and way of working with regard to industry, given increasing specialization in our field and the accumulating speed of changes in digital technology. In this talk, I want to make a case for thinking about CALL innovation in terms of the ecosystem in which we operate. I share models of EdTech innovation in Europe where academics and industry collaborate with end users in education and training with a view to creating joint impact. I conclude with suggestions on what we, as applied linguists, should focus on in order to maximize our scientific, economic and societal impact.

Frederik Cornillie is research and valorization manager at KU Leuven and imec in Belgium. On a daily basis, he collaborates with the local (Flemish) educational technology ecosystem (startups and established technology companies, schools and training institutions, researchers, and government), with a view to bringing research-based solutions for technology-mediated learning to society, which leverage insights from the learning sciences as well as the latest advances in digital technologies. Frederik has worked on research and development projects in the field of CALL since 2005, first at the University of Antwerp and later at KU Leuven and imec, the world's leading non-profit research company focused on microchip technology and digital technologies. His main research focus in CALL is the intersection of tutorial CALL and task-based language learning, in particular the ways in which games and play can support language education. He is also passionate about research-based design and development of CALL applications. Frederik is a graduate from KU Leuven's Ph.D. program in linguistics (2014) with a dissertation project focused on game-based language learning. He has been a member of CALICO since 2010, and currently serves on its executive board.

More information: https://kulak.kuleuven.be/~u0037921/