Introduction to Coding and Language App Design
(Syllabus, Spring 2024)

- Course Schedule: 8:10~9:30 PM (Tuesdays)
- Instructor: Miran Kim (mirankim316@gmail.com), Associate Professor at GNU
- Class meetings: ZOOM [Link] https://gnu-ac-kr.zoom.us/my/englishedu.gnu **(PMI: 432 029 4602)**
- Class Webpage: https://mrkim21.github.io

❦ Course overview

This course is designed for TESOL graduate students to equip them with critical digital literacy skills and an understanding of technology's evolving role in language education. Recognizing the indispensability of digital tools in today's educational landscape, the curriculum extends beyond traditional digital literacy to include basic coding skills essential for designing and developing learner-centered language apps. Students will gain hands-on experience in coding, enabling them to create customized, interactive language learning tools. This approach aims to empower educators to not only navigate but also innovate within the digital era of language teaching. By the end of the course, participants will be adept at integrating coding skills in pedagogically sound ways, enhancing both their teaching practices and their students' learning experiences.

❦ Learning Objectives:

- Understanding the Concept of Digital Literacies
- Basic Python Coding Skills
- Learner-Centered Digital Tools
- Application Development for Language Learning & Teaching
- Ethical Considerations

❦ Course Materials

1. Textbook:
   [1] Jump to Python (online manual)
   [2] Digital Manuals and Online Python Notebook (Coding)
   [3] Supplementary readings (TBA)
2. Web links:
   [1] Github (https://github.com)
   [2] Coding (https://colab.research.google.com/)
   [3] Digital classroom (via https://mrkim21.github.io)
   [4] Online Q&As (https://padlet.com/mirankim316/S24TESOL)

Digital Classroom Link
(https://github.com/MK316/Spring2024/blob/main/DLTESOL/readme.md)

❦Course Requirements & Evaluation

Midterm exam (30%) + Mini-projects and presentations (60%) + Attendance & class participation (10%)

❦Course Policy

1. **Attendance Policy**: Regular attendance is essential for successful completion of this course. Each absence will result in a deduction of 2 points from the student's overall grade. Students are encouraged to attend every session to fully engage with the course material and participate in class discussions.
2. **Use of Generative Artificial Intelligence in Classwork and Assignments**: Students are encouraged to actively utilize generative AI technologies in their coursework and assignments. However, it is **mandatory to clearly cite the source and extent of AI usage.** This transparency is crucial for maintaining academic integrity and ensuring the responsible use of AI tools. The use of AI should complement, not replace, the student's own analysis and critical thinking.

Weekly Schedule and assignments

Weeks	Date	Topic(s)	Assignments
Week 01	Mar. 5	Course overview	
Week 02	Mar. 12	Topic [1] Understanding Digital Literacy, coding intro	
Week 03	Mar. 19	Topic [2] Python basics	
Week 04	Mar. 26	Topic [2] Python basics	
Week 05	Apr. 2	Topic [3] Interactive digital tools, Exploring Contemporary AI tools	Mini-project
Week 06	Apr. 9	Topic [3] Interactive digital tools, Exploring Contemporary AI tools	
Week 07	Apr. 16	Topic [4] Markdown md file handling, Learner-centered activities	
Week 08	Apr. 23	***Midterm Exam***	
Week 09	**Apr. 30**	**(No class); This class will take place during the supplementary week on June 11th.**	
Week 10	May 7	Topic [5] Learner-centered digital application	
Week 11	May 14	Topic [6] Application Design for Language Learning & Teaching; Guidelines for final project	Mini-project
Week 12	May 21	Topic [6] Application Design for Language Learning & Teaching	
Week 13	May 28	Topic [7] Application Development for Language Learning & Teaching	
Week 14	June 4	Topic [7] Application Development for Language Learning & Teaching	
Week 15	June 11	Topic [8] Ethical Considerations; group activities	
(Week 16)	June 18	Language Learning Applications (Final presentation); Project submission	Final project

Mini-Project #1: Digital Tool In-Class Activity Video

Objective: In groups, students will create a 5-minute video clip that showcases how to integrate available digital tools into in-class activities. The goal is to share innovative methods for enhancing language learning through technology and to evaluate the technologies with which teachers are already familiar.

Requirements:

- Select digital tools that are applicable to TESOL settings.
- Design an in-class activity that effectively incorporates the chosen digital tools.
- Produce a 5-minute video presenting the activity, highlighting its learning objectives, implementation steps, and expected outcomes.

Mini-project #2: Language Learning App Development

Objective: Groups will design language learning activities and then use Python to code and develop a functional language learning application based on these activities.

Requirements:

- Conceptualize a set of language learning activities suitable for TESOL students.
- Ensure the activities are interactive, user-friendly, and educational.
- Provide a brief documentation explaining the app's features, usage instructions, and learning goals.

Final project: Lesson Demonstration with Language Apps

Utilizing the language applications and digital tools developed earlier, students will conduct a preview of a comprehensive lesson demonstration. This project aims to showcase the practical application of their created tools in a real-world teaching scenario. These assignments are designed to foster creativity, collaboration, and technical skills, preparing students for the digital demands of contemporary language teaching. Details will be announced in time.