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Multimedia and English Education
: Language Application Design
(Fall 2024)

- Instructor: Miran Kim (Associate professor, Rm# 301-316)
- Meeting Schedule: Wednesdays (7-9:50 pm)
- Online classroom: https://github.com/MK316/
- Offline classroom: 301-334

Digital Classroom

Application Home

❧ OVERVIEW OF THE COURSE:

This graduate-level course explores the integration of multimedia and computational tools in the teaching of the English language. Students will learn to utilize advanced technology platforms such as Gradio and Hugging Face, alongside interactive applications to enhance language learning and teaching. The course includes a practical introduction to Python coding at a basic level, designed specifically for language application design and the customization of teaching activities.

▷ Course objectives:

[1] Develop proficiency in using multimedia as effective tools in language education.

[2] Understand and apply computational thinking in the context of language teaching.

[3] Gain foundational skills in Python for creating educational software.

[4] Design and implement customized language learning and teaching activities.

[5] Explore the use of Gradio and Hugging Face in developing interactive language learning apps.

❧ Online tools & platforms

- Github, Colab, ChatGPT, Gradio, Hugging Face

- Getting Ready:

[1] You need a Google account.

[2] You need a Github account. (https://github.com)

Evaluation: Attendance, Assignments, Exam, and Final presentation

	Percentage	Notes
Attendance & class participation	20%	Absence (-1 point); late check-in (-0.2)
Assignments	20%	TBA
Midterm	20%	Application Design and Lesson Plan
Final Project	40%	Application Design and Lesson Plan